ZERO

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NEWS REVIEWS ST AMIGA PC MARCH ISSUE WITH DISK £2.95



HOOK

EXCLUSIVE!

The first look at Ocean's Spielberg licence!

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BAT II ❦ Hare Raising Havoc
The Rocketeer ❦ Fantastic Voyage ❦ Dark Seed
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The Godfather ❦ Elvira 2
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TIPS A GOGO!
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THE MARK O

CRUISE FOR A CORPSE



AMIGA



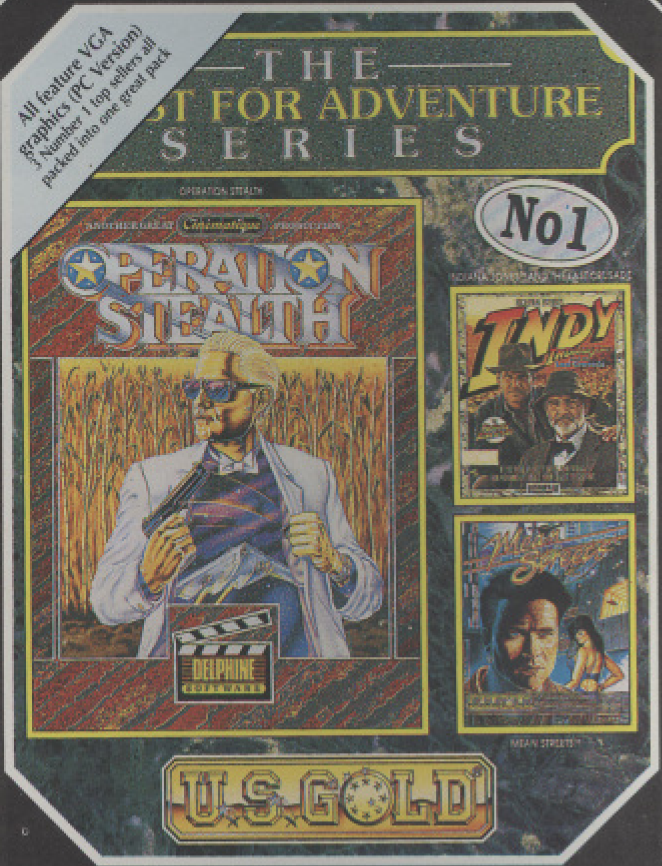
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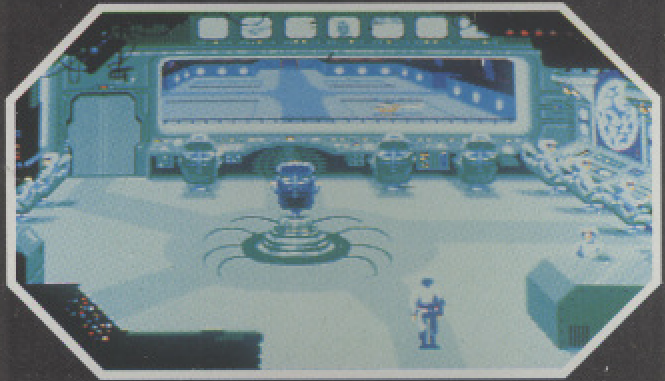
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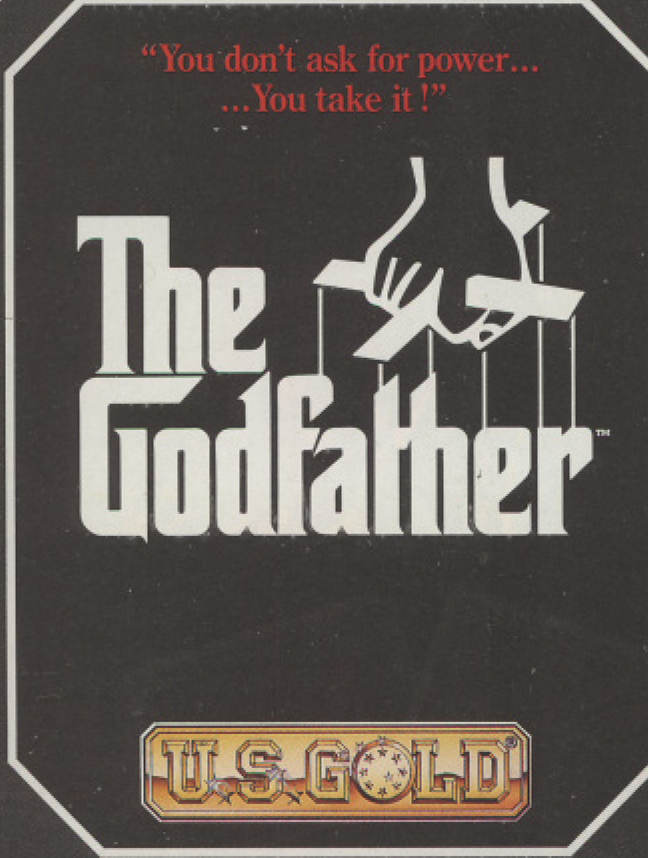
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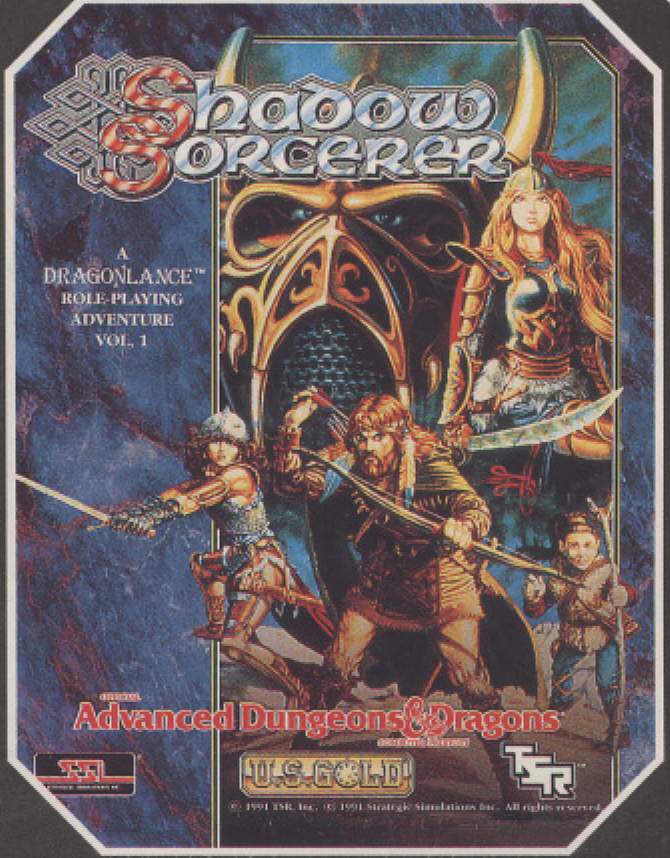
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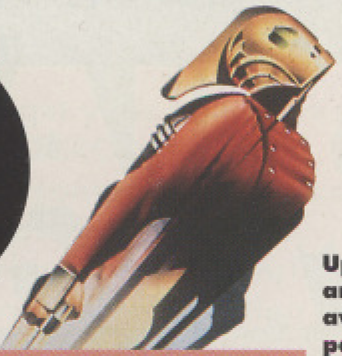
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Up, up and away... page 38



Hook up on this, page18

ZERO

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GAMES LIST

This is what you get, this is where you find it...

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PREVIEWS



Aaaaagh! Dark Seed page 34

*subject to availability.

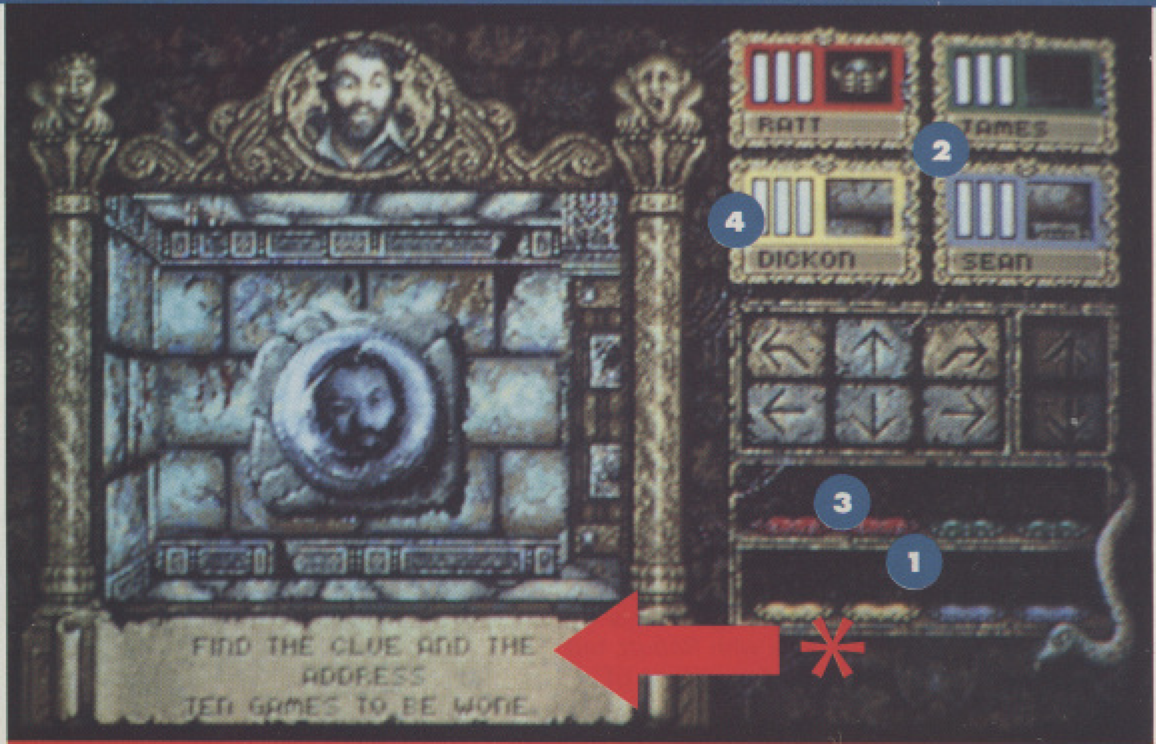

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ZERO DISK

Okay, all you ZERO disk jockeys, time to get your eagle eyes on! Why? Because this month your fabbo ZERO cover disk contains not only *Robotz*, a fully playable complete shoot 'em up, but also an exclusive level of Tony Crowther's hot RPG, *Knightmare*, which has been specially programmed to include a fiendishly concealed competition! So what are you waiting for?

WINE WINE WINE!*

Or "wone, wone, wone," as those good spellers at Mindscape would probably say (see arrow).





KNIGHTMARE

SPECIAL ZERO COMPO LEVEL!

Mindscape

"Eh-oop!" as they say in *Coronation Street*... (*But this isn't a Corrie sim – this game thrusts you into the world of sorcery, magic fisticuffs and dungeons, you idiot. Ed.*) Okay, I'll just rephrase that... all you lucky dudes out there on the street are going to have a whale of a time a-ploughing your way through a special level of Mindscape's newish stormer, *Knightmare*. (*That's more like it. Ed.*) This entertaining little caboodle has been created for Amigas *and* ST's, so that every ZERO reader has a chance to enter the competition cunningly hidden within the game. (If you haven't got an Amiga or an ST, you must know someone who has.) That's right – the disk on this month's cover not only contains an eminently playable demo of Tony Crowther's fabbo trek through a nightmare world of dungeons and things, but also a mystery competition.

Your quest is to find out just what the compo is about and then enter it, thereby gaining the chance to win one of 10 copies of *Knightmare* (the complete game) on offer. Just search out the relevant instructions from a variety of sources as you play your way through...

CONTROLS

Hmmm... well, this being something of a corking game, having scored a massive ZERO Hero-style 91 when it was reviewed by Michael 'Flowery Prose' Horsham a short time ago, there are quite a lot of controls to remember, really. However, with a little practice and a bit of trial and error, we're sure you'll all be fine, really – don't worry, promisey-womisey. Would we lie? What d'you mean "Yes"???

Well, in that case we ought to give you a few pointers, so you can get your entries in on time if nothing else. The main thing you need to know is that it's all done via the mouse and that the control cluster down there on the right of the screen moves you through the world in the direction of the arrows.

1 PICKING UP You can pick up and put down any objects you might find in the dungeons simply by clicking on them and dragging them. Furthermore, place them on one of the colour-coded cushions on the right and you place them in a character's hand.

2 GETTING DRESSED Clicking on the right-hand mouse button with the cursor on a character square up the top, will call up the backpack screen on each of your strangely-named compadres in turn, allowing you to put objects in their rucksacks, again by clicking and dragging. Use the same process to dress them in any clothes you may find.

3 HAVING A SLASH The mouse also controls your weaponry – it will activate any of the arms carried by the intrepid band of adventurers. This means you can kick, punch, slash, stab and shoot at will, simply by repeatedly clicking the right-hand button of your mouse on the appropriate word (which magically appears in the hand/cushion window should you click on a weapon held in that hand). If a fight is on the cards – and you'll realise when you're about to indulge in fisticuffs – give 'em hell, big boy. Click with the left button on the same command and the vicious motion you were already engaged in is programmed to be repeated until victory or death, whichever comes first. That status is indicated by the appearance of a small red triangle.

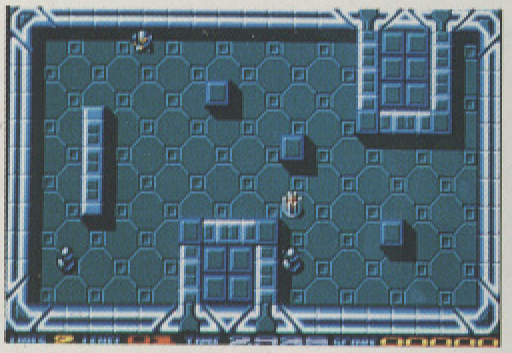
4 AND SO TO BED Make sure you keep an eye on the white bars located up by your character's names – they show levels of stamina, health and magical ability. If they get too low, it's bye-bye cruel world. Should the levels get too low for comfort, however, the merry band of trekkers can be made to rest and recuperate by clicking on the 'sleep' option in the left-hand margin (a couple of zeds). Sounds good? It is! Enjoy it and keep your eyes peeled.



ROBOTZ

FULLY PLAYABLE GAME *ST Only*
Merton PD

Blimey. That *Knightmare*, eh? Not only do you have to spend hours puzzling out what to do, but then you have to fight the kind of elves and goblins you only find after closing time down the Edgware Road. What a relief, then, to have a good old-fashioned shoot 'em up to contend with as your second brill free game this month. You can relax with *Robotz*, but don't be lulled into a false sense of



security. This game is deceptive – it gets progressively more difficult as you go through the levels. Basically, the idea is to kill all the robotz with your little gun. However, you can only destroy them after you've knocked out the generator thingies. These are the ones shaped like six white sticks with a red ball pulsating up and down inside (Oo-er.)

If you shoot the robotz before you've nixed the gennies, they're only stunned for a few seconds, after which they come wibbling back to life pronto, so be careful! Kill all the robotz, then hot foot it to the gap in the wall which opens up once they're all gone. Oh, and don't touch the walls, or anything else for that matter, or "Yo ass is history", as they say in *Coronation Street* (well, sometimes anyway).

CONTROLS

These are simplicity itself...

ONE: Standard eight direction joystick.
TWO: To fire, press the, er, 'fire' button.

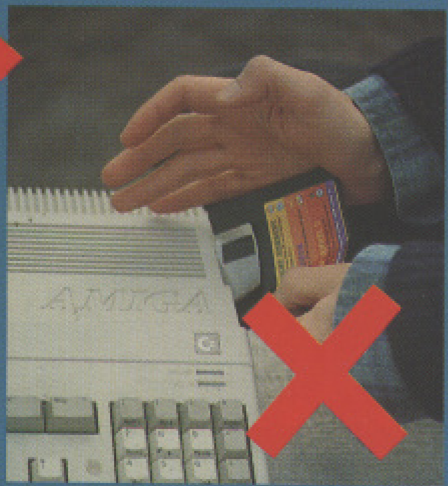
DODGY DISK DILEMMA?

Don't panic. New ZERO Staff Writer Martin 'Marty' Pond is here to show you what to do in this zany dodgy disk escapade...



Oh oh! Martin just can't believe his luck. His spanking new ZERO cover disk doesn't appear to work! Ah, but hold on a minute – has he checked out whether the game he's trying to play is actually compatible with his computer? *(Helpful hint: the label on the disk will tell you what the format is.)*

Beware of the disk that's damaged. If it is in any way bent, or looks likely to leave parts of itself inside your machine, DON'T USE IT! Dennis Publishing will not be held responsible for you sticking unsavoury things into your machine's poor little orifices.





Now he's checked that it's the right disk for the right machine – it should work, but it doesn't. Hmmm... so it must be faulty. What should he do? Threaten his local newsie? Phone up ZERO and hurl abuse down the blower? Marty knows better!

As a level-headed sort of chap, instead of panicking, he simply pops the offending disk into a padded envelope and sends it, post haste, to: ZERO Disk Returns, Production And Distribution, TIB House, 11 Edward Street, Bradford, BD4 7BH. If your disk is acting just a little bit weird, and you think a little bit of advice could sort it out, you could try phoning the ZERO Disk Probs Hotline on (0274) 736 990.

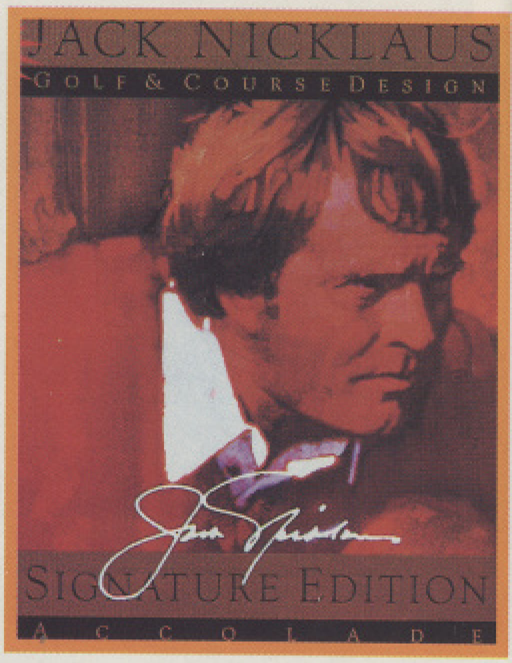


Many thanks to Merton PD for supplying us with *Robotz*. If you're interested in finding out about Merton's extensive range of PD and shareware titles, then why not drop them a line at: Merton Public Domain Library, 10 Grasmere Avenue, Merton Park, London SW19 3DX. If you send a blank disk along with a large SAE or 99p, they'll send you their disk catalogue, which also contains a free game: *8- Ball Pool*. Smart!


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Oi! CES show report

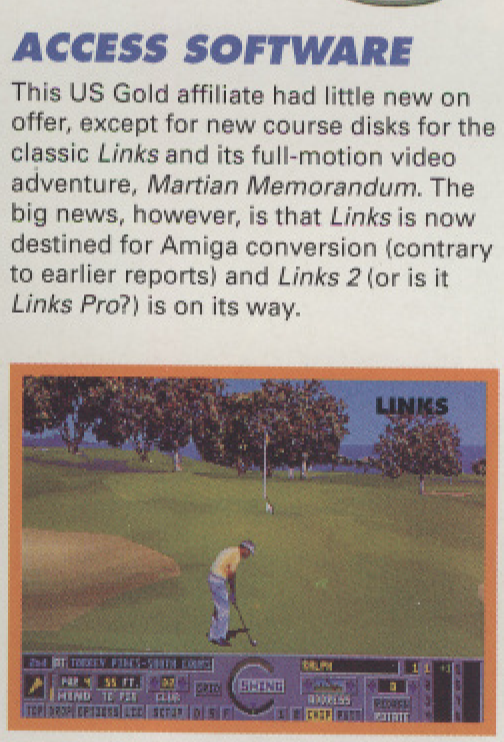
With his notepad, trusty Kodak Brownie and two suitcases jingling full of quarters, *David Wilson* set off to check out the Winter Consumer Electronics Show in Las Vegas. So who said ZERO was as tight as a gnat's bottom?





ACCESS SOFTWARE

This US Gold affiliate had little new on offer, except for new course disks for the classic *Links* and its full-motion video adventure, *Martian Memorandum*. The big news, however, is that *Links* is now destined for Amiga conversion (contrary to earlier reports) and *Links 2* (or is it *Links Pro*?) is on its way.



ACCOLADE

Accolade had a host of new PC titles in the offing, including the latest addition to its mighty *Jack Nicklaus* range. One of the oldest golf titles still doing the rounds, *Jack* has now been given completely revamped, digitised graphics, and claims to offer the only 256 colour course designer. The new game is called *Jack Nicklaus Signature Golf*, and will be available in June, price tba. *Star Control II*, the sequel to the original *Star Control* (surprise, surprise) was on display. April should see the release of *Hardball 3*, and a new racing sim by the name of *Road And Track Grand Prix Unlimited* is also en route for an April release on PC, priced £34.99.

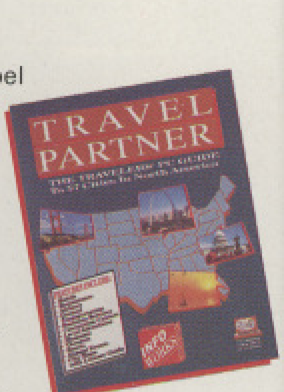
BETHESDA

The Canadian-based publisher (which is also marketed in the UK) was showing off Wayne Gretsky in numerous guises – there was *Wayne Gretzky Hockey 2* on Amiga, and *Wayne Gretzky Hockey CD-Rom*, along with *Terminator 2029: The Struggle For Man's Survival* on PC.

BRODERBUND

Coo-blimey, there wasn't very much exciting stuff on display here. Well... not unless you find 'Edutainment' product like *Just Grandma And Me* and 'Bröderbund Living Books' hotter than Sherylin Fenn. Ho-hum. The CD-Rom version of *Where In The World Is Carmen Sandiego?* was also in the offing. Incidentally, Bröderbund titles are now to be distributed in the UK by Electronic Arts.

CAPSTONE



Accolade affiliate label Capstone had new movie licences being previewed, but don't get too excited – the licensed products were 'computerised coloring books'. Yep, that's right: *Home Alone – The Computerised Coloring Book* and *FernGully* (based on a new Twentieth Century Fox eco-friendly animated movie). *Trump Castle II*, the casino sim, was on show for the Amiga, and Capstone also announced *Travel Partner*, a "travellers' PC guide to 57 cities in North America".

DYNAMIX

Little that we don't know about here, ZERO chums, but Dynamix announced

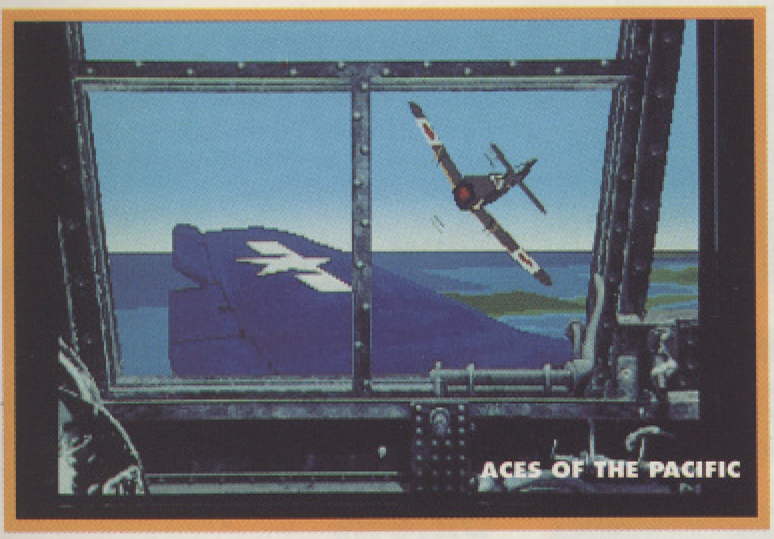
BUT FIRST... AN APOLOGY

In the November 1991 issue of ZERO, we carried a full page advertisement for ZERO Hour, a radio show to be presented by ZERO and Radio Luxembourg. The advertisement featured a photograph of Bill Beaumont and also one purportedly of his mother. Various quotes were attributed to Mr Beaumont and his mother.

We would like to make it clear that the photograph alongside the words attributed to Bill Beaumont's mother was not, in fact, of her. Neither Bill Beaumont nor his mother had authorised this use of their likeness and reputation, nor were they in any way involved in the promotion. Neither were they consulted about the text.

We wish to apologise to both Mrs Beaumont and Bill Beaumont for any annoyance or embarassment caused to either of them.





that it'll be releasing fab data disks to accompany its forthcoming flight sim, *Aces Of The Pacific*. The first data disk will be *Flying Tigers*, and will plonk you in the seat (probably still warm from John Wayne's buttocks) of a Curtis P-40 involved in fighting the Japs in China.

ELECTRONIC ARTS

Probably the largest amount of new, floppy-based products at the show was on the big Electronic Arts stand. Still, this wasn't too surprising, as EA distributes Millennium, SSI, Mindcraft, New World Computing, Three Sixty and Ubisoft in the US. Anyway, concentrating on the EA product alone, rather prominent was the graphic adventure *The Lost Files Of Sherlock Holmes*. With a mouse-driven interface, 256 colour VGA graphics and a host of atmospheric Victorian London locations, Holmes bodes well for the future. A rather interesting, if a tad obscure, title was *Michael Jordan Flight*, a PC basketball game based on the Chicago Bulls' finest, which uses 'Video-sim' – full-motion video animation and buckets of animated, digitised footage of Jordan himself. The PC versions of *John Madden II* and *Powermonger* were in evidence, along with the Atari games coin-op conversion, *Rampart* (the ST and Amiga versions of this game will be coded by Domark). *Heroes Of The 357th*, the air combat game exclusively Under Wrapped back in issue 17, will now debut on PC in April/May. Finally, early in development is *Car And Driver*, a driving sim featuring ten high performance cars, the name being licensed from a leading US car mag.



GAMETEK

From the programmers behind Electronic Zoo's *Prophecy I – The Viking Child*, Gametek were showing off the PC version of that title, alongside a new game called *Humans*. Similar in nature to *Lemmings*, the game revolves around influencing a tribe of prehistoric peoples.

INTERPLAY

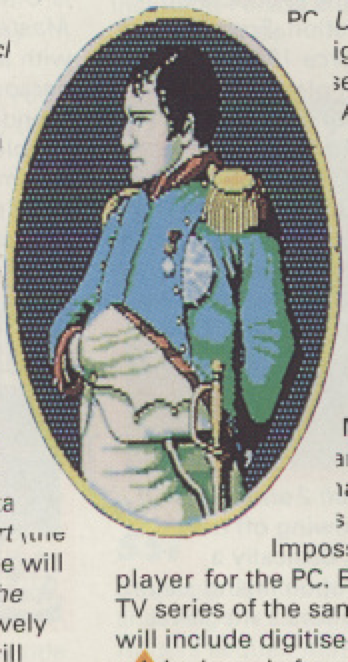
For the latest on this Electronic Arts affiliate label, see our special *Under Wraps* on page 62.

INTERSTEL

Strategy buffs were showing two PC strategy games, namely *Armada 2525* and *Dusk Of The Gods* (an adventure RPG based on Norse mythology).

KOEI

Strategy buffs KOEI – the guys behind *Ghengis Khan* and *Bandit Kings Of Ancient China*, had *Uncharted Waters* and *L'Empereur* on display for PC. *Uncharted Waters* is a high adventure game, set in the Golden Ages' (whatever that means) and *L'Empereur* is a Napoleonic strategy game. Expect both to be marketed in the UK by Infogrames.



KONAMI

Mirrorsoft affiliate and coin-op manufacturer Konami is sporting its Mission Impossible adventure role-player for the PC. Based on the classic TV series of the same name, the game will include digitised scenes and the original music from the show.

LEGEND

From the makers of *Spellcasting 1* and *2*, and *Timequest* comes their first 256 colour VGA title. It's called *Gateway* and it's a science-fiction adventure based on Frederick Pohl's Hugo and Nebula award-winning book series, *The Heechee Saga*. Expect it to be marketed in the UK by Accolade sometime in July.



ON THE GRAPEVINE

● UK giant software publisher Mirrrorsoft has folded after the scandal following the death of Robert Maxwell. Major console player Acclaim (who recently signed a publishing deal with Mirrorsoft) have now bought up the assets of the company. Discussion is currently underway as to whether or not Acclaim will enter into the world of software publishing or whether titles like Turtles 2, Mega Lo Mania 2, Aliens 3, and Fire And Ice will be farmed out to other publishers.

● The Acclaim deal doesn't, however, include the products of companies being marketed in the UK by Mirrorsoft. These could well be snapped up by other publishers. Already, Grapevine has heard that former Mirrorsoft affiliate Spectrum Holobyte will now be marketed in the UK by simulation kings MicroProse. Expect Falcon 3.0 and forthcoming titles to appear through the Tetbury-based firm.

● Electronic Arts has added Bröderbund and Millennium to its sizeable stable of affiliate labels. The new marketing deal with Millennium will begin with Kid Gloves 2, due out as you read this, followed in March by Steel Thunder, a strategy wargame.

● The top slots in the Christmas games charts were all nabbed by a certain Manchester-based software house. Yep, Ocean managed to occupy the top three, with WWF Wrestlemania followed by The Simpsons and Terminator 2.

● Brummie-based US Gold was mainly showing off its console titles at the show, but it did announce the acquisition of the official licence to the 1992 Olympic Games. This has spawned a nice-looking Mega Drive title, but whether we'll see anything other than a dodgy compilation of Winter and Summer games on the floppy front remains to be seen.

● At the annual Indin – Industry Dinner to you lot – held every December at London's posh Portman Intercontinental Hotel, ZERO was awarded the coveted European Magazine Of The Year for the second year running! (It's a bit of a first, actually, and we're all rather chuffed about it.) Many thanks to everyone who's contributed to our success, and, of course, to all our supporters and readers.



SHOOTING STAR

LUCASFILM

As well as showing the latest on *Indiana And The Fate Of Atlantis*, Lucasfilm was showing off its CD-Rom conversions of *Loom*, *Indiana Jones And The Last Crusade* and *The Secret Of Monkey Island*. The only new(ish) product being two add-on data disks for the PC *Secret Weapons Of The Luftwaffe*, namely *P-38 Lightning* and *P-80 Shooting Star* (America's first jet). Amiga owners will be well chuffed to hear that the excellent *Monkey Island 2* should be ready in April.

MAXIS

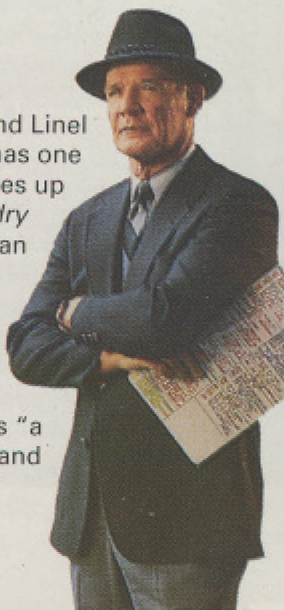
The people who brought you *Sim City* had the equally fab-looking *A-Train* on display, along with *Sim Ant* and *Robosport*. *A-Train* originates from a Japanese development team and features very attractive 3D isometric graphics – you control the development of a rail network and the towns served by it. *Sim Ant* applies the *Sim City* philosophy to an ant colony, and *Robosport* is a strategy war game where you



SIM ANT

'program' a team of robot soldiers to venture into a building complex in order to defeat a rival team. All these titles should appear across all formats, marketed in the UK by Ocean. Release dates remain to be confirmed, so stay tuned to Oi! for further details.

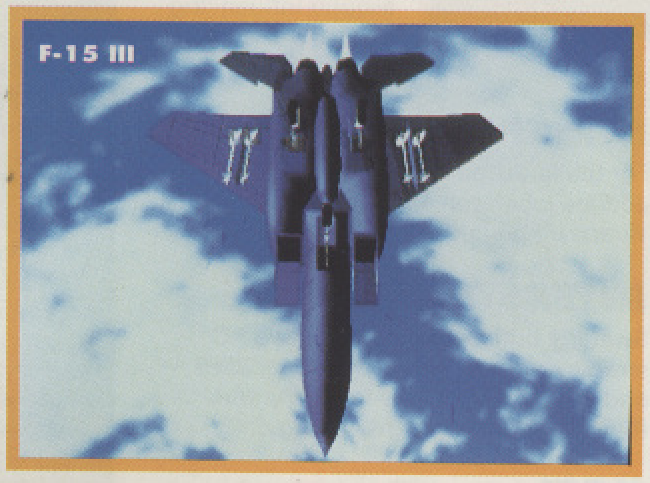
MERIT



Dallas-based Merit distributes products from Impressions and Linel in the US, but also has one or two of its own titles up its sleeve. *Tom Landry Strategy Football* is an American football coaching strategy game, available for PC and Amiga in the summer. Tom Landry, it sez here, is "a Hall Of Fame coach and the third winningest coach in National Football League History". *Doc – Pediatrics* is a PC program that helps you diagnose your child's medical condition, based upon his or her symptoms, and provides "excellent medical information 24 hours a day". *Doc* is out in the US as you read this.

MICROPROSE

New from MicroProse come two new flight simulators. *B-17* is being coded by Vektor Graphics, and is scheduled for a June release, while *Harrier* will be coded in-house and is pencilled in for release in the third quarter of this year. These new games, along with *ATAC*, *Air Duel* and *Star Lord* will be the products of MicroProse's UK operation. From the US, there'll be *Task Force 1942* – a kind of *Silent Service II*, but placing you in command of a bunch of ships in the Pacific in 1942; *F-22: Advanced Tactical Fighter*, *F-15 Strike Eagle III* (which looks well impressive) and *Johnny Crash*: MicroProse's first animated graphic adventure. MicroProse has also signed a new affiliate, Sorcery Software, and was showcasing its new title, *Sea Rogue*. Exact UK release dates are undecided at the time of writing.



F-15 III

MINDCRAFT

The guys behind *Breach 2* and *Rules Of Engagement*, were showing off new title, *Siege*, for the PC. Basically a strategy game, based upon laying siege to a castle, the game offers a medieval or fantasy setting with historical French, English and Celtic troops or elves, goblins, trolls and the like. *Siege* should be available on PC through Electronic Arts in June, with an Amiga version to follow later in the year.

NEW WORLD COMPUTING

There was little new from this US Gold affiliate, apart from the finished version of *Planet's Edge: The Point Of No Return*, and clue books for both this and *Might And Magic III*.

ORIGIN

Lots of impressive product on the Origin stand. Not least was the latest rolling demo of Chris '*Wing Commander*' Roberts' *Strike Commander*. Stunning graphics, digitised speech, probably about eight million Meg of PC memory, and gung-ho air combat. Watch out for *Strike Commander*, distributed in the UK by Mindscape and available on PC in February.

Meanwhile, the *Ultima* saga continues apace, with Lord British himself present to demonstrate *Ultima VII: The Black Gate*. No longer does the *Ultima* system feature tile graphics – it now features full screen scrolling graphics, and pretty impressive they are too. Also new to the *Ultima* series is *Ultima: Underworlds* – a *Dungeon Master/Eye Of The Beholder* style title with an impressively fluid 3D effect, first person perspective combat, and a friendly auto-mapping facility that enables you to write your own comments on the map. All of these titles were previewed on the PC, though other formats will be catered for in the future.



ULTIMA VII



MANTIS

PARAGON SOFTWARE

Seen over here on the Empire label, Paragon was previewing *Megatraveller 3: Adventures In Unknown Worlds, Mantis: X5700* and *Spellbound,* its latest role-playing title.

PC GLOBE INC

PC Globe, the people behind the 'world renowned' electronic atlas, will have its products marketed in the UK shortly by Accolade. Described as "a resource tool for educators, students and business people," the original product (now in version *PC Globe 4.0*) has won several awards in the US. As well as the world atlas, there's also *PC USA*, providing the same service for the US and all of its fifty states.

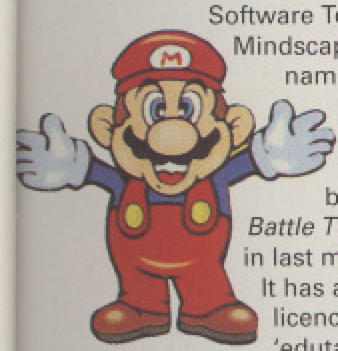
PSYGNOSIS

Keen to be at the cutting edge of future technology, Psygnosis was showing off its fractal engine-based CD-Rom games. It has three titles in development, to be released between April and October of this year. These include *Planetside*, the spectacular air combat game demo'd on the CDTV version of *Lemmings*; *Microcosm*, an exploring shoot 'em up game set in the human body(!); and *Sci-Fi Adventure*, a massive space combat game. On the floppy side, *Ork* and *Agony* were being previewed. *Ork* is a scrolling shoot 'em up/puzzler with impressive three layer parallax, while *Agony*, from the programmers of *Unreal*, is an arcade adventure with you playing the role of an owl – a bit like the Psygnosis logo, in fact.

READYSOFT

Little new on offer here, but *Guy Spy* should be out as you read this, on the Empire label.

SOFTWARE TOOLWORKS



Software Toolworks, or Mindscape by any other name, confirmed it will be coding the software versions of Trade West's brilliant console title *Battle Toads* (as mentioned in last month's Grapevine). It has also secured the licence to produce 'edutainment' games, based on Nintendo's Mario figurehead. Anyone for *Mario Teaches Typing*?

SPECTRUM HOLOBYTE

Speccy Holobyte has just signed a deal with MicroProse – not only for marketing and distribution in the UK but also for coding of ST and Amiga versions of its PC product. (Although MicroProse UK has done some excellent work converting its own PC product, I don't envy them the job of converting *Falcon 3.0*!) Speccy Holobyte has picked up the licence from Paramount for *Star Trek - The Next Generation*, but don't expect anything on the PC until early 1993. Two mission disks are in the offing for *Falcon 3.0* – the first one, *Falcon 3.0: Operation Flying Tiger* should be out in the US in April. The *A-10 Avenger* sim is now scheduled for a summer release and *AH-64 Helicopter* for the fourth quarter.

Spectrum Holobyte has also recently set up CyberStudio, a software production house devoted to the creation of games and other experiences for W Industries' Virtuality™. CyberStudio will enhance and modify existing Virtuality titles and "has plans to create several works based on current Spectrum Holobyte games". The first of these is due in early 1993. The main titles under consideration will be those in the Electronic Battlefield Series, including *Falcon 3.0, Avenger A-10* and *Apache AH-64*.

VIRTUALITY





CONFLICT KOREA

SSI

Strategic Simulations Inc was showing the latest on its *Buck Rogers* sequel, *Matrix Cubed*, as well as *Treasures Of The Savage Frontier* (the sequel to *AD&D* romp *Gateway To The Savage Frontier*) and *Tales Of Magic: Prophecy Of The Shadow*, a new single-character, story-based fantasy RPG. Again, these titles were being previewed on PC, but Amiga versions will follow. Also announced were two further military strategy titles: *Carrier Strike: South Pacific 1942-44* and *Conflict: Korea*.

THREE SIXTY

Relatively new EA affiliate Three Sixty was causing quite a stir with its new military strategy title, *Theatre Of War*. Played on a 'board' made of 3D filled polygon terrain, the game is played with 'pieces' representing units from Roman and feudal periods up to modern day hi-tech. Also being featured was *V For Victory* – a strategy game based on the D-Day landings, and *Patriot*, a land-based war game following on from the success of *Harpoon* and produced in conjunction with GDW.

VIRGIN

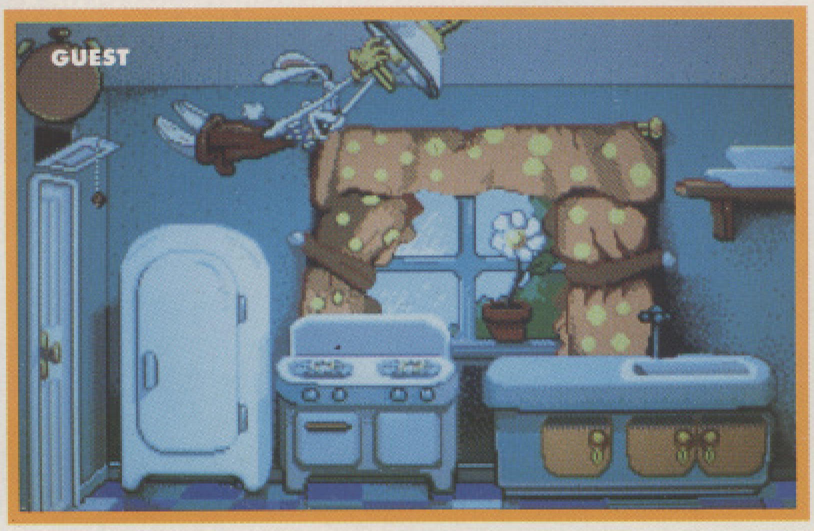
One of the most impressive titles on display at the show was undisputably Virgin's first PC CD-Rom title, *Guest*. Coded by Trilobyte Software in Oregon, it's an interactive movie set in a 22 room haunted mansion, the home of an evil toymaker! The graphics and animation of *Guest* were breath-taking, with loads of digitised sequences of real actors. Unfortunately, it won't appear over here until September. First, we'll get to see *Dune* in April on PC (ST and Amiga to follow), and *KBG*, a suspense strategy game, sometime around May/June. Also from Virgin comes *Legacy Of The Necromancer*, a fantasy RPG in a *Dungeon Master* stylee.



WALT DISNEY

Disney, marketed in the UK by Infogrames, had only one new title on offer, namely *Roller Coaster*. It's curently being developed in the US on PC, but ST and Amiga versions are on the horizon. Rather originally, the title is a sort of business sim, based around the designing, building and running of a roller coaster! The PC version is pencilled in for release in April, to tie in with the opening of the Euro Disney theme park on the outskirts of Paris.

STOP



GUEST

LETTERS

There were so many crap letters this month that we were tempted to make them all up. But we couldn't be bothered, so here they are, such as they are...

CHEEKY BRAT

My Dad said that it would be a great idea if you would send a blanck (sic) disk in each issue.

Andrew Mallby (age 8),
Isle Of Man.

Well, for your information, we do. I suppose it all depends on how you view the disk(s) stuck on the front cover. Disks are only what we perceive them to be, and if we believe that they're blank, hey presto! – they are. If your Dad has any other bright ideas, jot them down, send them to us, and we will endeavour to totally ignore them. **Ed.**

BLOODY IDIOT

I'm going to attempt to write the shortest letter in the world. Does anybody know what the record is? If so let me know. Hey! Hang on a minute – this letter is too long! Oh well, I'll have to try again!

David Danbury,
The Usual Address.

Fame is a short lived thing, is it not? Andy Warhol said: "In the future, everyone will be famous for fifteen minutes." It looks like your time is almost up, David. **Ed.**

SCOTTISH LOONY

You're in trouble now! You've lost Ledbury – the one thing that made ZERO ZERO, and he's gone! What will the 60,630 people who read your mag do? Eh? How about finding him again? Has he really degenerated to *ACE*, I wonder...

Anyway, enough of this gibberish, I want to know something – where has *Console Action* gone? Now that it's grown up into a magazine, some of us have problems. I own an Amiga, and I'm going to buy the Game Gear. I read ZERO and *Amiga Power* for my Amiga, and I was relying on ZERO for my Game Gear. Now I'll have to stop reading one to buy *Game Zone*. Goodbye, but don't think you've heard the last of me! HAHA HAHAHAHAHAHAHAHAHAHAHAHAHAHA HAHAHAHAHAHAHAHAHAHAHAHAHAHAHA HAHAHAHAHAHAHAHAHA!

The Mysterious ZERO Reader,
West Lothian.

There's something in the water in Scotland, I'm sure of it. Every letter that ever comes from Scotland contains yet more inane drivel. Ole "MZR" here is no exception, and fairly representative. I'm afraid you've got a serious ego problem, MZR – an appointment with a psycho-analyst wouldn't go amiss. **Ed.**

NUGGETS ABOUND

I'm really fed up. What has happened to the graphically impressive *Paul Lakin's Celebrity Flag Challenge*? I have been waiting for this game to come out for a long time. Have Daniel and Ben – 'The Moody Dudes' – finished programming yet?

Diamond Dallas Page,
Erith, Kent.

PS. Will Bloggosoft be releasing any other games in the future? Also, when will the ZX81 version of *Eye Of The Beholder* be coming out?

I'm afraid the Celebrity Flag Challenge *has been put on ice at the moment. Supposedly, 'The Moody Dudes' encountered a few problems over copyright. However, Bloggosoft are currently working on a brand new game. Under the working title of* BT Dialling Codes, *the game hopes to offer an adventure of immense proportions. Your mission will be to travel all over the country, picking up telephone books, looking up funny-sounding names, ringing them (using the dialling codes provided) and asking funny questions appropriate to their names.*

Unfortunately, US Gold say that a version of Eye Of The Beholder *for the ZX81 is unlikely to materialise. However, a special version taking advantage of the 16K Ram Pack is a possibility.* **Ed.**

WHAT'S ON TV

I would like to know when Channel 4's new prog *Gamesmaster* is on. This is the first time I've got ZERO and I found it very well-presented and brilliant.

Daniel Green,
Cardiff.

According to my Radio Times (a journal I strongly advise you to buy, Daniel) Gamesmaster *is on Tuesdays at 6.30pm. Don't forget to keep an eye out for all your favourite ZERO critics during the reviews bit – we're the ones with all the TV presence and showbiz panache of captured allied airmen being forced to talk on Iraqi telly.* **Ed.**

IT'S HARD DOWN UNDER

Your mag, let's face it, is great – just the other day, I sold my sister into slavery to buy the latest ZERO. But I have a complaint. I got issue 23, hot off the newsagent's shelf, on the 6th of November. Now, apart from being a bit out of date, we here in Australia seem to miss out on your delicious competitions – the closing date for entries arrives roughly one-and-a-half months before we get the mag. Which poses a problem. Perhaps if you sold a time-machine with your mag, we could all participate in your fab competitions.

Daniel Hallett, Westdale,
NSW, Australia.

If only you were more in touch with Einstein's theories – they clearly assert that time travel is impossible. And even if it were (which it isn't), as most of our competitions are phone-based, you'd have to spend an absolute fortune dialling from Australia. Combine this with the fact that we normally receive at least three millon entries for each of our fab compos, it probably wouldn't be worth your while entering anyway. **Ed.**

ADVERTISING GRUMBLES

I appreciate that, as the recession does not seem to have bottomed out yet, you need the advertising dosh. But is a computer mag, read mainly I suppose by teenage boys, the place to advertise the Marky 'Muscular' Mark poster mag? Surely *Smash Hits* is a better place to advertise. (Having said all that, MM *is* rather nice.)

Yours in discovering yourself,

Matthew Wood,
Croydon.

Well, I think that that Marky Mark chap is a fine role model for young, developing boys, with his sensible hipster underwear and clean-living lifestyle. In fact, we at the ZERO office have cancelled our regular order for The New Statesman *and have begun subscribing to this informative-looking periodical instead. And I don't think it's any coin-cidence that young Daniel Pemberton has taken to stuffing his face with steroids and walking around in just his underpants.* **Ed.**

WRITE TO THE ED,
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All letters win a ZERO badge.


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ZERO reviews

CRITICS' CORNER

Our critics have had it easy for far too long, so this month we've bound them together firmly with Sellotape and dropped them out of an aeroplane at 60,000 feet – without parachutes, of course. They've only got five minutes to work out how to save themselves as they plummet towards certain death...



David Wilson: As the screaming critics were pushed from the aeroplane, David yelled: "I've got a knife concealed in my sock, but the Sellotape's a bit tight and I can't move my arms. If we all wriggle at the same time, it may loosen slightly and I'll be able to reach it..." So, on the count of three, the critics wriggled in unison (except Duncan, who wriggled on the count of two, but there you go). David retrieved his knife and set about cutting the tape. The critics were soon free of their bonds, but were still falling at 129 miles per hour...



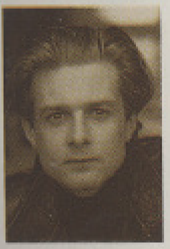
Amaya Lopez: "So what now?" cried Amaya, breathless due to extreme lack of oxygen. "I don't know," roared David, "this is a bit of a tricky one." Amaya couldn't disagree on that front, but she decided to remain optimistic, shouting: "Maybe we could make a parachute out of all that sellotape?" David slapped his forehead in exasperation as they tumbled through the sky – he'd stupidly let go of it after he'd finished unravelling everyone. It was now out of sight, floating some 5,000 feet above them. "Duncan threw it away," he bellowed.



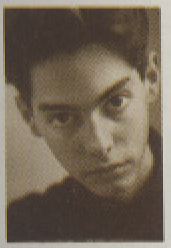
Martin Pond (007): "Don't worry – I'll go for help," thundered Martin bravely, assuming a full diving position and accelerating away earthward-bound with all the finesse of a dead pigeon. "Martin's going to be the first to die, then," roared Amaya. "I'm not so sure," bellowed David, "Just before he left, he pushed this button into my hand. It must be a small but powerful walkie-talkie of some description." "No, it's just a button," explained Amaya, "Martin thinks he's some sort of special agent, but he's not. He's just totally mad."



Patrick McCarthy: Patrick unzipped his jacket and trousers and formed a spread-eagle, in unison with the others. If anybody had had a speedometer secreted about their person, they could have looked at it and would have discovered that the increased air resistance had slowed their descent by 15 mph, buying them several valuable seconds. "We're still dropping like potatoes," cried Patrick, "but at least it's getting easier to breathe now." They were at an altitude of 30,000 feet, and things were looking, er... quite bad actually...



Richard James: "Did any of you see *The Oprah Winfrey Show* last November?" yelled Richard conversationally, "The one about people who had survived freak accidents against incredible odds." No-one had seen that particular programme, so Richard continued: "There was one woman whose parachute didn't open. She plunged 20,000 feet and lived to tell the tale." Everybody seemed quite heartened by this. "She broke her neck, back, arms and legs, though," added Richard. "Oh," whined Patrick...



Toby Finlay: Toby wasn't worried – mainly because he was unconscious from oxygen starvation. He had been rather worried before he'd blacked out, but now, hissing through the air towards the planet which had created him, he was actually very happy. He was in the middle of an incredibly brilliant dream. He was on a boat with loads of chicks, in the calm, light blue waters of the Caribbean Sea. If he'd been awake, he would've been able to appreciate the beauty of a golf course viewed from a height of 5,000 feet...



Duncan MacDonald: "That looks nice," yelled Duncan, pointing towards the 17th hole. Directly below them was hole 12 – a nasty par 5 with a massive water trap designed to catch unwary slicers. The critics realised that this water trap was going to catch *them* as well. They could see Martin now – he was bobbing up and down and waving. Then there was an almighty splash. Coughing and spluttering, the critics doggy-paddled to the bank. "Martin saved us," gasped Duncan, "Amaya was wrong. He obviously *is* a secret agent after all."

WHAT'S WHAT

Whaddya mean, you don't understand our scoring system? Oh, alright – you can have another chance.

GRAPHICS 75 ADDICTIVENESS 87 SOUND 40 EXECUTION 80 OVERALL 75

Games are marked out of 100 on on four criteria; **Graphics, Sound, Addictiveness** and **Execution**. The first three are fairly self-explanatory but Execution may need a bit of illumination. Is there anything amazing about the scrolling for instance? Are all the sections of the game neatly tied together, showing a lot of care and thought on the part of the programmers? If so **Execution** will score well here. If you can't be bothered with all that then the **Overall Mark** gives you an at a glance summary. Now if we've said it once we've said it a thousand times... this mark is not an average of the other scores. Got that?

A game scoring 90 or above in the non-average Overall Mark department gets the much sought after **ZERO HERO** award (which is a flash way of saying 'buy it'). Separate from the other scores (but not unconnected to them) is the **HASSLE FACTOR**. Are there 400 disk changes every pico-second? Do you have to go through a boring title sequence before restarting? Things like that score here and they're marked out of 10.

Each review also contains a **WHAT'S WHAT** box which is basically a box which tells you... er, what's what in relation to price format and release date.

Well that's that for the main reviews but let's not forget the others. Firstly there's the section called **SHORTS** which is just that: short. It's a column devoted to a sprint through the best of the rest. Then there's the **DÉJÀ VU** section. Here you'll get reviews of new releases which aren't actually new at all (because they're already available on other formats). The **PRICE IS RIGHT** section is where you'll find the budget games reviewed.

UNDER WRAPS

Hook

What have Robin Williams, Dustin Hoffman, Julia Roberts, JM Barrie, Glenn Close in a chest Wig, Stephen Spielberg and Ocean software got in common. Give up? It's only one of this year's biggest film licences! *David Wilson* goes overboard for an exclusive first look at Ocean's *Hook*.

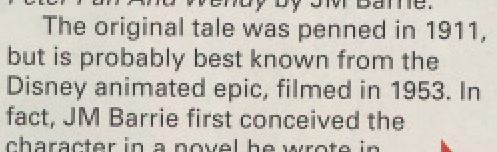


It's always a bit special when a new Stephen Spielberg movie is released. And with an impressive track record, including *Close Encounters*, *Jaws* and *ET*, this should come as no surprise. When the new movie boasts an impressive cast list of some of Hollywood's biggest names, and the sets and special effects have been creating a big buzz in their own right, you've got the makings of quite an occasion.

The new movie is called *Hook*, it's scheduled for release early in April, and promises the usual helping of Spielberg magic – the magic that made *ET* the highest grossing movie ever.

Not only has Ocean snapped up the highly desirable rights to the licensed computer title, but it has also gone out on a limb to produce its first ever graphic adventure. *Hook* the computer game is scheduled to appear in April, to coincide with the film's release. It'll appear on ST, Amiga and PC and will follow closely the storyline of the movie, an original screenplay based upon the classic and world famous children's tale, *Peter Pan And Wendy* by JM Barrie.

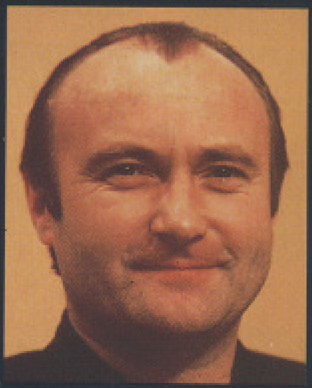
The original tale was penned in 1911, but is probably best known from the Disney animated epic, filmed in 1953. In fact, JM Barrie first conceived the character in a novel he wrote in 1902, called *The Little White Bird* or *Adventures In Kensington Gardens*. He even scripted his own



Well, that rules out Wayne Sleep.

FAMOUS PE[cut off]

PHIL COLLINS



Why oh why oh why, as they say on *Points Of View*. Why does Phil Collins get to put in an appearance in a cameo role? Well, because much of the film is set in Lahndon tah and Phil is your typical cheeky, loveable cockney chappy, isn't 'e g'vnor (an' no mistake). Phil plays Inspector Good of Scotland Yard, who is summoned when Peter's children are kidnapped. Blimey O'Reilly, apples and pears, me old China.

DUSTIN HOFFMAN

Dustin '*Rain Man*' Hoffman takes on the lead role of Captain Hook. Ever since Peter Pan chopped off his hand, he's had a special place in his black old heart for Peter – or, more appropriately, for Peter's demise. Promising his pirate cronies a war to end all wars, he kidnaps Peter's kids in an attempt to lure his old enemy back to Neverland for the final conflict.

ROBIN WILLIAMS

Former star of *Mork And Mindy*, Robin 'nanu-nanu' Williams plays the ageing Peter Pan, sorry... *Banning*. Gone are the rainbow braces and Leo Sayer trousers – now he's equipped with some lovely green tights and a pair of jokey Spock ears. Hurrah! (And he gets to snog Julia Roberts too. Fwoooaar.)

JULIA[cut off]



rather [cut off] have [cut off] face. [cut off] that d[cut off]

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BO[cut off]



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ROLF HARRIS

If Stephen Spielberg could fit a part in for Glenn Close, surely he could have slipped in a cameo role for everyone's favourite Antipodean, Rolf '*I've Lost My Mummy*' Harris. I mean, he could have saved some cash on the false beard straight off.

DOCTOR LEGG

Doctor Legg from *Eastenders* would have been the natural choice for a nasty old pirate. His wide-ranging acting talents would enable him to cope with a whole gamut of pirate emotions. (And that's not to mention his piratical eyebrows. Yo-ho-ho.)

BL[cut off]

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PEOPLE IN HOOK

JULIA ROBERTS

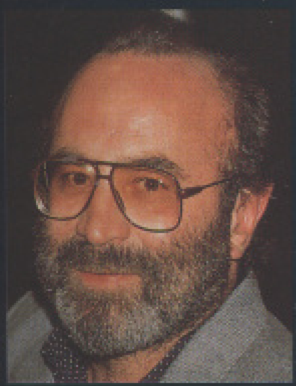


Yes – she of the legs. Julia *'Pretty Woman'* Roberts takes on the role of Tinkerbell, Peter's favourite fairy friend, who has helped him out of many a scrape. In fact, she's rather an invaluable little lass to have around – she's not just a pretty face. (She can also make your hands that do dishes as soft as your face.)

GLENN CLOSE

Star of *Fatal Attraction* and *Les Liaisons Dangereuses*, and part-time Skeletor lookalike, Glenn Close was so taken with the impressive sets for *Hook* that she begged to be a part of it. Stephen Spielberg wrote her a cameo part that involved playing a rough old pirate-type. See if you can spot her early in the movie, complete with chest wig and beard. Looks like she's the Scandinavian pirate representative.

BOB HOSKINS



Good old Bob – he crops up everywhere. Our colonial cousins love him, so it was inevitable that he'd be chosen to play the role of Smee. I mean – his English accent is rather convincing to boot. Mind you, he does look a tad out of place when he's playing baseball with all the other pirates.

S PEOPLE WHO 'T IN HOOK

BLOGGO

The most infamous pirate in the business, even Bloggo seems to have fallen short of the cast list. His bulksome bod and expansive pirate vernacular obviously failed to cut it when the chips were down. We asked Bloggo for his reaction to being left out: "Naff Off," he grunted.



BARBARA CARTLAND

Oops... our mistake, she's in it already. *(No she's not. Ed.)*

screenplay after having seen the first *Peter Pan* movie in 1924! *Hook* screenwriter Jim Hart believes JM Barrie realised that one day, through technology and film special effects, a movie could do justice to his vision, and this became his aim in writing the Spielberg script. All the main characters are here, but time has moved on somewhat since the original tale. (*So how can time move on since nobody grows up in Neverland? Readers voice.*) Aha! You'll have to see the movie for it all to become clear.

After an animated intro that sets the scene (er... you could peek at the movie box-off if you want a rough resumé), the game opens with Peter hanging from a blanket in the middle of Pirate Town. From here on in he's on his own – or rather *you're* on *your* own, because this is where you take over Peter's adventure in rescuing his children, defeating Hook and getting through all the sub-plots leading up to these objectives.

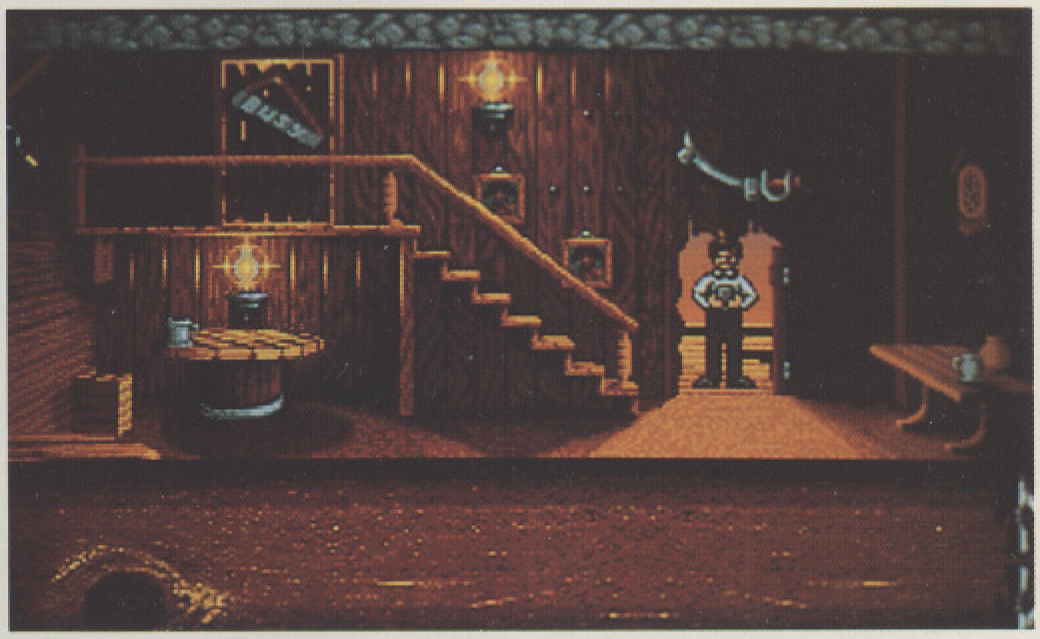
Your first task is to make yourself less conspicuous. I mean, lets face it – walking around in a pinstripe business suit in a town packed with the most villainous rascals and rogues? You may as well have a huge neon sign over your head saying: "Hello, I'm Peter – feel free to duff me in and take all my worldly posessions". What you need is a disguise, right? Right, so you'll have to puzzle out how to get each item of appropriate pirate-type clothing, and this'll involve some rather high-flying antics! Hurrah!

The game will feature around 50 locations and about 30 people for you to interact with, including all the film's main characters – Peter (of course), Hook (*quelle surprise*), Smee (played by Bob Hoskins in the movie), Tinkerbell (played by the lovely Julia Roberts), Ruffio (who took over as leader of the Lost Boys after Peter Pan's departure) and Ace (another Lost Boy). The game will require you to return to several of the locations frequently, and some of them will be up to four screens wide, with much variety promised in terms of vertical and horizontal scrolling. In addition to this, a great deal of attention has been paid to the detail in the graphics and to embellishments such as animated activity in the background graphics. With loads of animation – including these animated backgrounds and that of the principal characters wandering about – and digitised speech in the pipeline, the game should be quite a treat.

The Ocean team have been

THE HOOK TEAM

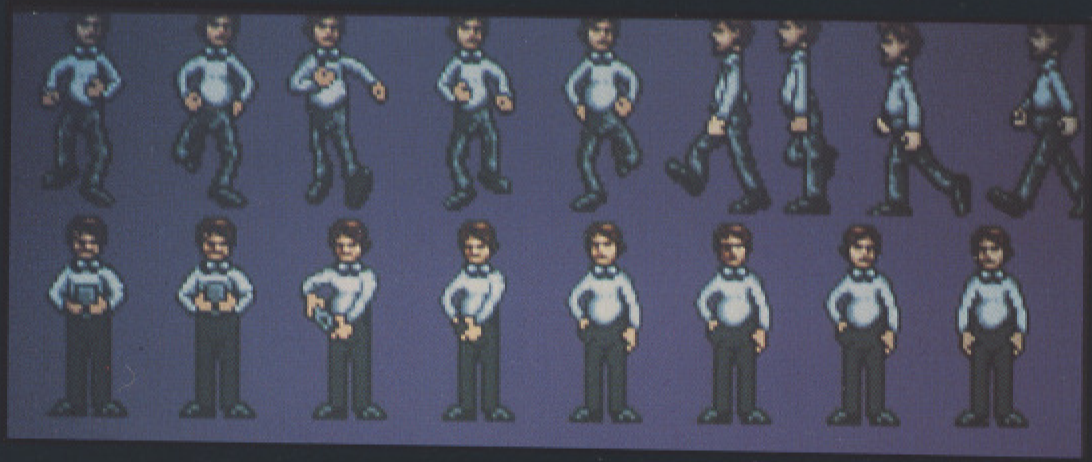
***Hook* is being coded in-house at Ocean in Manchester by the following bunch of guys, er... and gal. They are, Bobby 'Bob' Earl, Kevin 'Kev' Oxland, Dawn Drake, Martin MacDonald, John Dunne and John Wildsmith. Bob was responsible for coding *Flippit And Magnose* for Image Works, Ocean's *Terminator 2* on the C-64, and the car bits in *Total Recall*. He's coding the ST and Amiga versions of *Hook*. John is the chap behind the PC version. In his time he's coded *WWF Wrestlemania* and *The Simpsons* on PC for Ocean. Kev has worked on the graphics for *Ork* (Psygnosis), and *Defender 2* (Atari Games). Music for *Hook* has been provided by John Dunn (no relation to the metaphysical poet of the same name) who's Ocean's 'main man' when it comes to music apparently.**

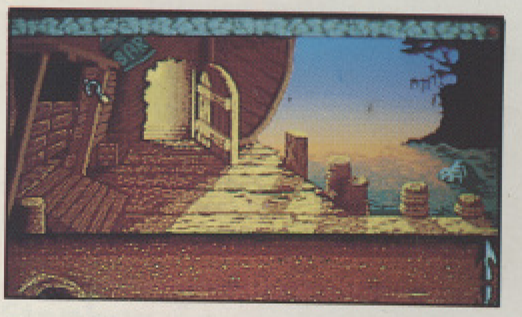


Bimey! Peter's got his Gameboy out.

THE SPRITES

Here are some of the various sprites for the main Peter character. He's sporting his business attire here, so he's got to find some pirate get-up if he hopes to progress. If you look at the Peter sprite at the end, you'll notice something weird. That's right – if you don't bother to move him about the screen for a while, he'll get out his Gameboy! (Ocean is coding a Gameboy version as well, fact fans. Furthermore, you can win both console and cart in our *Hook Compo* on page 55.)





One of the many atmospheric scenes. It's a bit like *Monkey Island*, isn't it?



A banner announces the duel of the century – Pan vs Hook. Hurrah!

influenced, to some extent, by existing games of this genre – not least Lucasfilm's two brilliant *Monkey Island* titles – and obviously Ocean is hoping to improve upon the standards previously set. For a starter, it hopes to have actors' voices digitised for all the speech in the game. But this sort of embelishment will mean that *Hook* will only be coded for 1 Meg ST's and Amigas. On the PC, the game will support Ad Lib and Roland sound cards and have graphics in EGA, MCGA and VGA.

HOOK THE GAME

Obviously, the appreciative reaction to the original interpretation of the *Robocop 3* licence has had some effect, because *Hook* too is being given a rather special treatment. As I said, it's a graphic adventure not dissimilar in style to Lucasfilm's excellent *Monkey Island* series. The screen is split in two – the top (larger bit) is devoted to the graphics and the bottom contains both the command icons and the pictures representing your inventory. The inventory and command icons are drawn on a log which rotates when you wish to scroll down, showing off further items in your posession.

A point and click interface helps you move Peter around some impressively rendered backdrops, such as those shown here, and the command system will be icon driven. To talk to a person, you'll click on the Talk To icon, then on the person you wish to converse with. You'll be presented with a selection of phrases to choose and use. By clicking on action icons – Walk To, Talk To, Use etc., combing these with objects appearing in your inventory next to the icons, and then on the objects to use them on (or with), you'll figure your way around the puzzles you encounter.

HOOK THE MOVIE

Aw... come on, you don't want me to spoil it for you, do you? One aspect of *Hook* that's caused quite a stir has been the sets. A reported $80 million has been spent to get the feel and the look just right. Apparently, the 10 miles of rope, 25,000 gallons of paint, 260 tons of plaster and a million board-feet of lumber do the job admirably.

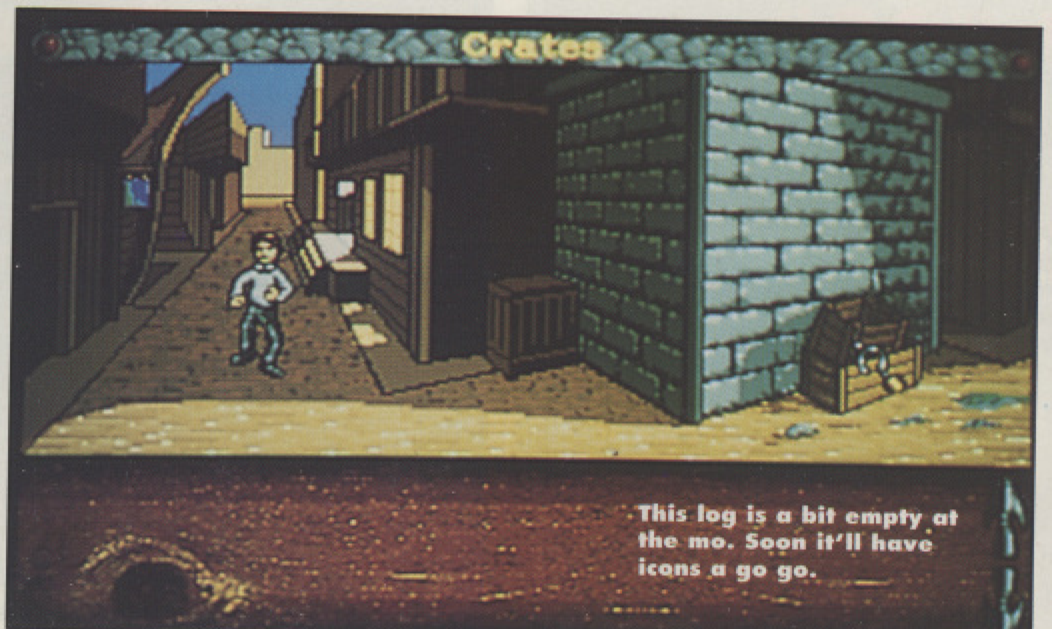
Anyway, back to the plot... the film centres around Peter Banning, a successful 40 year-old American attorney, who has the business world at his feet. He's a yuppie through-and-through, and believes that anything goes in his quest for greater affluence. The cost of this success, however, has been the alienation of his family – yep, he's neglected loving wife Moira and two kids, Jack and Maggie. His cardinal sin, or at least the straw that breaks the camel's back, is when he attends a business meeting instead of going to his young son's baseball game.

Visiting London to give a speech at the Great Ormond Street Hospital, Peter and his wife return home to find his children have been kidnapped. In order to rescue them, he is forced to 'come to terms with the child within himself', put aside his hectic business concerns and travel to Neverland – a place packed with fairies, bloodthirsty pirates, a gang of boys who refuse to grow up, and some rather foxy mermaids.

Can Peter rediscover himself sufficiently to be a worthy challenger to the dastardly Captain James Hook? Even if he overcomes Hook and his pirate entourage, will he be able to win back his children's affections and reunite his family? And how the jiggery is he going to find a way for the kids and himself to get back to foggy old London town?! Er... looks like you'll just have to jolly well go and see the movie for yourself to find out the answer, me hearties. STOP

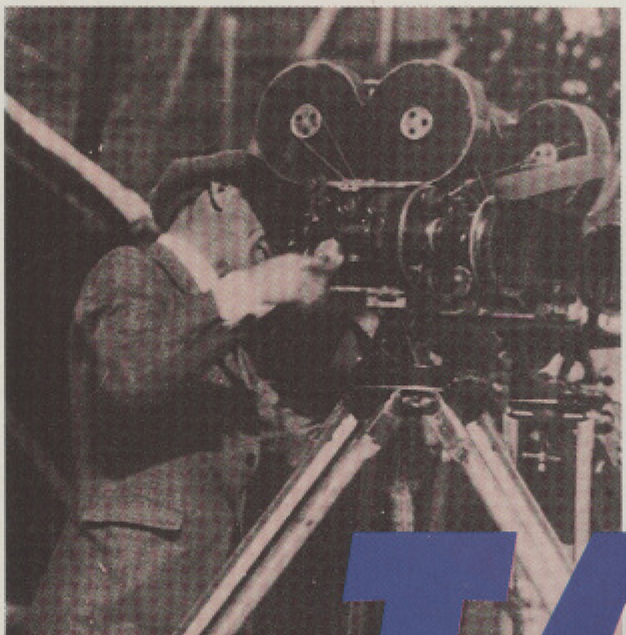
WHAT'S WHAT

TITLE	**Hook**
PUBLISHER	**Ocean**
FORMAT	**ST & Amiga (both 1 Meg only)/PC**
PRICE	**To be announced**
RELEASED	**April**



This log is a bit empty at the mo. Soon it'll have icons a go go.


NGER • DANGER • DANGER • DANGER • DANGE
TNT 2
DOUBLE DYNAMITE • THE COMPILATION
HYDRA
Skull & Crossbones
Hard Drivin' II
DRIVE HARDER
S.T.U.N. RUNNER
BADLANDS
FEEL THE POWER
HIGH EXPLOSIVE TNT
DANGER EXPLOSIVE SOFTWARE
THIS CRATE CONTAINS:- HYDRA • SKULL & CROSSBONES • HARD DRIVIN' II • BADLANDS • S.T.U.N. RUNNER
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OFF ROAD 3
PRESS FIRE TO JOIN IN
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In the 21st century when the out-of-the-ordinary needs delivering (the Crown Jewels, Mutant Virus Strains – that sort of thing), there's only one person for the job – You!
In your supercharged Hydracraft, blast your way through enemy helicopters, boats, hovercraft, jet skis and zeppelins, keeping a careful eye out for a sinister terrorist called The Shadow. Based on the smash-hit coin-op, Hydra is non stop action all the way.
"Fast, addictive, arcade quality action". GAMES X
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SKULL & CROSSBONES
Hoist the Jolly Roger and set sail across the seven seas in the most blood curdling arcade game you will ever play. There's treasure, jewels, gold and lusty wenches to be captured and ghastly creatures to be stabbed in this bloodthirsty battle to the death with the evil sorcerer and his henchmen.
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"One to go overboard about!" ZZAP
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Buckle up and step on the gas as Hard Drivin' II streaks onto your screen.
Hold on tight as you roar round four thrilling new circuits, or build your own using the unique track editor.
And there's more! LInk your computer to a friend's Amiga, IBM PC or Atari ST for a head to head race to the finish. Hard Drivin' II is faster, meaner and even better looking than the award-winning original.
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"A good conversion of the coin-op's essential elements" COMMODORE FORMAT
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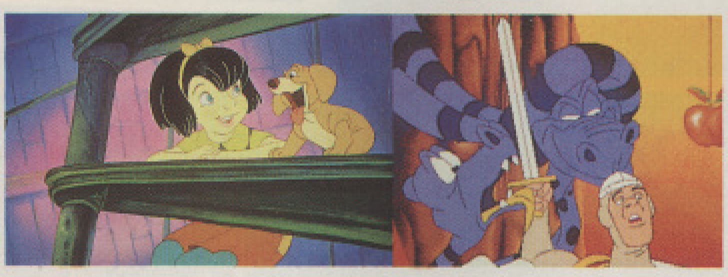


TALKING PICTURES

"Is that a game? No, it's a movie. Er... hang on, it must be a game!" *Richard James* explains that in the future you may not be able to tell the difference. "Oh, what the hell, I'll play it *and* watch it, then."

There's an old Hollywood saying that goes something like this: "When you're planning a new film, you should watch out for three things – the script, the script and the script". Now that 'the talkies' have hit computer games screens, with digitised speech for CD-ROM games, it's a saying that games creators are going to be taking a lot more notice of in the future.

In fact, games and the cinema are gradually coming closer together – not only on the technical side, but also in other aspects. Some, like Origin's *Wing Commander II*, are fully-fledged 'interactive movies', whereas new licences, like Delphine's *The Godfather*, allow you to play out your favourite films and influence the course of the action. So if something a character did in a film really bugged you, you can make him do something completely different – it's just like being the director! On the animation front, Don Bluth, whose distinctive visual style is behind animated features like *All Dogs Go To Heaven* and *An American Tale*, has brought game animation to an almost filmic level in *Dragon's Lair – Escape From Singe's Castle*, although the gameplay does seem to suffer.



TALKING GAMES

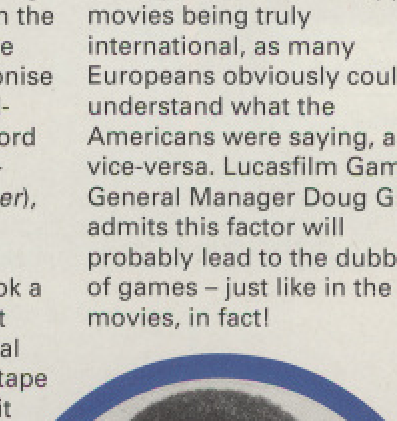
According to Hal Barwood, creative director behind Lucasfilm Games' *Indiana Jones And The Fate Of Atlantis*, the biggest development in games so far is digitised speech. In CD-ROM games, you have a choice of replies written at the bottom of the screen – but the character actually *speaks* the one you choose. "Sound is going to be a revolution, and we're on the edge of that revolution right now," says Hal. "Movies underwent a revolution when sound replaced silent films, and now it's the turn of computer games. Having speaking characters is the difference between watching models and watching actors play out a drama – it adds an incredible amount of emotional depth. After all, the way you say something is often more important than what you say."

The advantages of 'talking games' are that you get rid of some of the text cluttering up the screen and the characters speak with feeling – they're suddenly that much more real. *Loom* is Lucasfilm Games' first attempt at digitised speech, and all future games are being developed with this in mind. Other companies, like Sierra with *Kings Quest V*, are planning CD-ROM releases.

Sound actually hit the movies in 1927, in Warner Brothers' *The Jazz Singer*. When Al Jolson spoke the historic words, "Wait a minute, wait a minute. You ain't heard nothing yet," the audience burst out cheering. But film-makers had been experimenting with sound right from the birth of cinema. Some attempted to synchronise the film with a soundtrack played on a record player (a process culminating in The *Jazz Singer*), while others simply hid actors in the cinema to provide a voice-over. It took a long time to perfect, and it wasn't until the commercial introduction of recording tape after World War Two that it became as good as the current hi-fi. Obviously, the pace of technical innovation in the '90s means we won't have to wait that long for top-notch sound on our computer games.

One negative effect of cinema sound was that famous silent film stars with naff or foreign voices lost their jobs – nobody wanted to hear a grating or heavily-accented voice, and talent scouts scoured the US for good ac-tors with stage-trained voices.

Conversely, talking games are creating jobs, with actors being hired to record the dialogue. It's a different experience for an actor – in a film, the performer knows roughly the way the story is going to go, and can direct his emotions accordingly, but in a computer game there are a lot of different routes to the end, so it can get a little confusing. Talking pictures also stopped movies being truly international, as many Europeans obviously couldn't understand what the Americans were saying, and vice-versa. Lucasfilm Games General Manager Doug Glen admits this factor will probably lead to the dubbing of games – just like in the movies, in fact!



BRING ON THE EXTRAS!

Because of the extra realism and emotion it will bring to the monitor screen, Hal Barwood reckons that sound will change the actual nature of computer games. "Although there will always be a call for *Populous*-style games," he says, "sound will lead to more sophisticated stories in adventures. It adds a greater degree of realism, and people are going to expect better storylines. The chance for more detailed storytelling is what really excites me. Instead of setting up a simple target in the first screen, we're going to let it develop over the course of the game. It's going to be much more like a film." *Indiana Jones And The Fate Of Atlantis* consequently spends time on 'character development', as they say in the movies. For instance, there's a long scene establishing the relationship between Indy and his female accomplice Sophia Hapgood, in which he winds her up as she gives a lecture. Its very filmic, similar in nature to scenes between Harrison Ford and Alison Doody in the film *The Last Crusade*.

Speech isn't the only sound that's important, however – there's the musical soundtrack too. Although you don't often notice 'incidental music' when you're watching a film, you'd certainly notice if it was wrong or missing. Try watching a horror film with the sound turned down - it just isn't scary. Or a steamy love scene with a *Loony Tunes* soundtrack – suddenly it doesn't seem sexy anymore.

US Gold's *The Godfather* arcade game uses music to great effect in its opening sequence, with some fine accordian music setting the scene in New York's Little Italy. Lucasfilm Games' new *Monkey Island 2* is also very impressive – when the characters chatter in front of a steaming fire, the music sets a melancholy mood; when Guybrush Threepwood goes grave-digging it becomes spooky, and when he hitches a ride with rasta boatman, it has a groovy afro-Caribbean feel.

"We look at sound as an integral part of the game," says Lucasfilm Games Sound Designer Michael Land, "it can create different moods and draw you further into the story, just as a film soundtrack does." The Lucasfilm Games sound technique is indeed an innovation: "It will change and interact with what you do, as if it were a movie," says Hal Barwood, "even though movies have a set time frame and games don't. So if you do a certain thing, the accompaniment will change to reflect that. It's totally seamless, like a movie soundtrack." Sound effects are dubbed on the top for extra effect – check out the lightning in the graveyard sequence in *Monkey Island 2* mentioned above!

Greater emphasis on soundtracks brings film and sound together again in a practical sense. Many musicians, particularly classical specialists, finance their 'serious' work by scoring film soundtracks in Hollywood. This has started to happen in games too – *Miami Vice* composer Jan Hammer has worked for Sierra, and the *Leisure Suit Larry 5* soundtrack was composed by Craig Safan, who scored Disney's *The Last Starfighter* (which is, coincidentally, a film about a computer games whizz-kid). In fact, the computer games industry could prove a blessing for those involved in movies – it's a case of a new expanding industry needing the surplus talents of a hard-pressed one.



Who needs copies of *Escort*, when Sierra's *Leisure Suit Larry V* has all the makings of a porn movie.

TRICKS OF THE TRADE

Meanwhile, actors are increasingly required to model moving characters that are 'grabbed' by the computer, digitised, and are then traced to form the pixels you see on the screen. This is an old cinema technique called Rotoscoping, used very effectively for the Black Riders in Ralph Bakshi's *Lord Of The Rings* animation. Look at the pixels in Sierra's *Heart Of China*, for instance – they were modelled by costumed actors who were then 'grabbed' and pixellated. The result is that the whole thing looks like a film.





One of the next advances that game programmers are looking forward to is a greater use of cinematic camera techniques in games – cutting, panning, zooming, that sort of thing. All these techniques didn't just appear in the cinema – they had to be discovered. It was eighteen years after the birth of cinema before Giovane Pastrone discovered 'panning' by moving his camera sideways, and thirty years before German Expressionist director F W Murnau experimented with the first crude zoom. "Once it becomes a commercial

COMPUTERS IN THE MOVIES







SUPERMAN II (1980)
Superman uses his kryptonite-powered super-computer to de-super himself so that he can have an affair with Lois Lane. Nerd! And how will she feel without her super-nookie?

BILLION DOLLAR BRAIN (1967)
Ken Russell's first film features Michael Caine as agent Harry Palmer, taking on a Russian espionage computer. After his recent offerings, critics have been wondering whether Russell has a brain!

THE LAST STARFIGHTER (1984)
A computer games whizz-kid is co-opted by aliens to fight and save a planet that's under attack. A *Wing Commander II* fan's dream come true.

viability, you're going to notice a great change – there'll be a lot more cutting, panning, and other cinematic techniques in the games," says Hal Barwood. "Film-makers invented a new language of expression and we're going to use some of that in what we do."

So far, experimentation has concentrated on 3D effect - lots of different camera angles - as in Robocop *3.* One of the most cinematic, however, comes in the long, travelling shot that starts the arcade version of *The Godfather* – it really is just like a movie. After an intro shot of actor Al Pacino (who plays Michael Corleone in the films), that atmospheric accordian music strikes up and we're greeted with a nicely-drawn shot of the New York skyline circa 1945. Over a longish sequence, the camera gradually pans down, onto the tops of the rooftops, down past the apartment windows, accross a row of shop hoardings to street level. It then pans along the street, past some detailed shop fronts, lamposts, cars, until it reaches... you! This itself is a standard movie opener – start with a huge shot of the city to set the place and tone, then gradually move down, step by step, to the tiniest element – the individual. The intro to *The Godfather* (the game) also uses other classic movie ideas, like the newspaper that spins into focus with news of the story (as used in everything from a masterpiece to the worst B-movie) and some overlaid text to tell you "The story so far". Unfortunately, once the game starts proper, it loses its movielike appeal.

Indiana Jones And The Lost City Of Atlantis also uses some old movie ideas – notably those old maps that draw their own lines between points to indicate a journey. Steven Spielberg, a real fan of classic US films, uses this technique in the *Indy* films, but of course it's much older than that. Humphrey Bogart fans will have seen it in one of the true Hollywood greats, *Casablanca* (1942), for instance.

An often-overlooked person in movie hierarchy is the Production Designer. This role is similar to that of a Set Designer in the theatre, with the job of finding suitable locations, buildings and rooms, etc. The idea is to match everything: outdoor locations, indoor locations, sets, clothing etc. to the 'feel' of the film. In the computer games world, this job falls to the people in the art department.

Monkey Island 2 would do a Production Designer proud – it's got an overall film-like feel to it. Nearly all of the backgrounds have a bluey, shadowy tinge, that give the game real atmosphere. Anyone who has visited *Pirates Of The Caribbean* in Disneyland will know the feeling, and this colour idea continues through the whole film, sorry... *game.* Ironically, the Lucasfilm Games Art Department found themselves using more and more old animation techniques in order to perfect the back-drops. They were created by hand, with paints, marker pens and coloured pencils, then 'scanned' (photo-copied) into the computer and fiddled about with.

COMPUTERS IN THE MOVIES

TRON (1982)
Disappointing Disney film about a games addict who's sucked into a computer game to fight for his life. Only for people who think the weatherman really lives inside the TV set.

WEIRD SCIENCE (1985)
Two 'nerds' rig up a computer to conjure up the perfect woman. So how come it's Kelly LeBrock and not Kathleen Turner, that's what we want to know.
(Or Doris Day? Ed.)

THE TERMINAL MAN (1974)
Computer scientist programmed to kill by his own computers shock horror!

2001: A SPACE ODYSSEY (1968)
Classic sci-fi film from Stanley Kubrick which has a computer called HAL taking over a spaceship. He leads the crew a merry dance around the themes of life, the universe, and everything. Funnily enough, Lucasfilm Games' own creative director is also called HAL. Spook!



TECHNO OSCAR

Although computer games are using film techniques and starting to look more filmic, programmers are excited by the idea that they could be in at the birth of a whole new interactive art form, although Lucasfilm's Doug Glen is the first to admit that it still has an "awfully long way to go". Visuals will be a problem for some time: at the moment, if the computer animators were to animate the games up to the standard of 24 frame-per-minute animated films, they'd never be able to fit them onto the hard drives. And the story-lines are still only at the level of old, silent films. But there's plenty of time...

So, in the future, will we see an Oscar Award for 'best digitised actor'? Will games programmers throw up their own geniuses, like the cinema's Orson Welles and Alfred Hitchcock? Will computer games be reviewed in *The Sunday Times* and feature on *The South Bank Show*? It'll definitely happen in the future, says Hal Barwood, but at the moment, the games creator's greatest friend is also his greatest enemy: "The games industry is more obsessed with the technology than what we can do with it, " he says, "and technology is really a boring subject. This happened in cinema – it wasn't until the '30s that equipment and ways of doing things became reasonably standard. Then they could spend time on the content. When we, in the games world, stabilize on some very powerful technology, the artist is really going to fly." Don't forget, you heard it here first...





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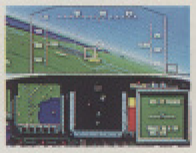
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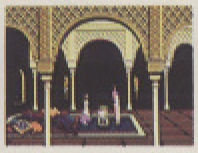
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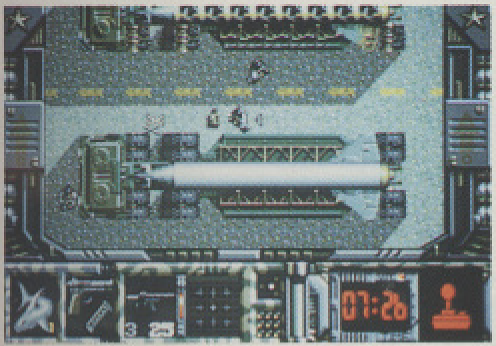
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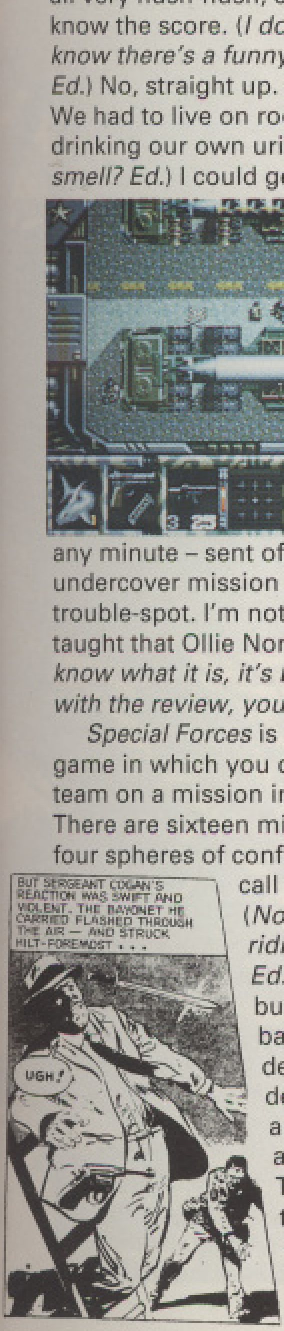


Martin Pond, a man who, as ten years old, failed the medical for the cub scouts because of his flat feet, gives MicroProse's _Special Forces_ a run for their money. Or is it the other way round?

Ah, *Special Forces*. That takes me back. I used to be one of those Green Berets, you know. Yeah, I saw action in Nicaragua, 'Nam, *The Guns Of Navarone*. (*You didn't mention all this on your CV. Ed.*) Well, I don't like to talk about it really – it was all very hush-hush, covert action, you know the score. (*I don't know, but I do know there's a funny smell around here. Ed.*) No, straight up. Sure it was tough. We had to live on roots and berries, drinking our own urine. (*What **is** that smell? Ed.*) I could get called up again at any minute – sent off on a perilous undercover mission to some faraway trouble-spot. I'm not scared though. I taught that Ollie North all he knows. (*I know what it is, it's BULLSHIT! Get on with the review, you sad person. Ed.*)



Special Forces is a strategic action game in which you direct a four-man team on a mission in enemy territory. There are sixteen missions to try, set in four spheres of conflict, as we used to call them in the SAS (*Now stop that, you ridiculous little man. Ed.*) Objectives include bumping off a drugs baron, rescuing a deposed president, destroying bridges and supply dumps, and planting Laser Target Designator thingies. The truly covert missions take place at night, ideally without you ever being rumbled, while the conventional engagements tend to get much more lively and allow you to use your biggest, loudest guns.





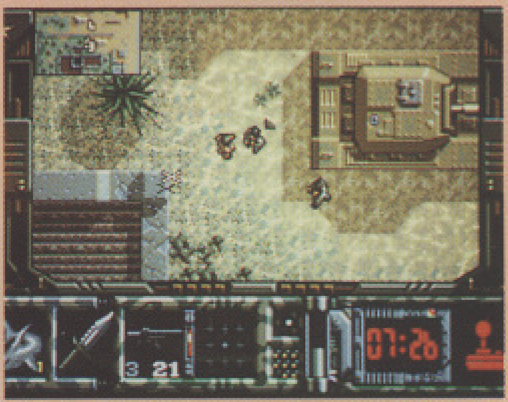
Having chosen a suitably foolhardy endeavour, you can then set the difficulty – if you're feeling lucky, you can select a bunch of irritable battle-hardened vets as the defending side, while a more sedate game can be ensured by playing against a regiment seconded from the Sally Army. Next, you pick your team from a squad of spooks. Each one has different skills and attributes, and they've all got rock 'ard names like Nick Lawless and Butch Johnson. Then, once you've filled their little rucksacks with a few weapons and perhaps a packed lunch, all that's left is to choose their drop sites on the map and then airlift those boys in.

Once the game is running, you can control only one of the team at a time. The others are played by the computer, although you can place them in a pre-set formation and direct them to head for a certain location on the map. You can also influence their behaviour using a special Mood Control feature.

Martin: The manual for *Special Forces* is like a phone directory. Nightmare! And the game's got loads of function buttons. Double nightmare! Cold comfort was to be had in the opening pages of the manual: "Your most powerful weapon will be your brain," it declared. "Oh no," I thought, "I'm gonna be practically unarmed too!"

However, after a few hours I became almost competent, and then I was hooked. The plan view graphics were a bit twee, there wasn't much use of sound, and at times it seemed that the 'sophisticated AI routines' used to control your troops merely simulated the nervous system of a headless chicken. But it's a great laugh – creeping around, laying explosives as a diversion and then slipping away towards your real objective. It was just like being there for real. In fact I still get flash-backs.

GRAPHICS	80	ADDICTIVENESS	88	OVERALL 88
SOUND	79	EXECUTION	85	



WHAT'S WHAT

TITLE	Special Forces
PUBLISHER	MicroProse
PRICE	£34.99/TBA
FORMAT	Amiga & ST/PC
RELEASED	Out Now/June

review

"Who likes tits?" Asked the Ed. "Me!" *Mike Gerrard* replied, "I'm a keen ornithologist – I love watching birds. I've seen blue tits and great tits and long-tailed tits and even a Siberian tit!" "Never mind all that, just come here and watch *Elvira II*... and is that a telescope or are you just pleased to see her again?"

ELVIRA II
THE JAWS OF CERBERUS



Elvira took a few people by surprise – and not just if you were standing next to her when she turned round in a hurry. Everyone expected a tacky game, the main feature of which would be regular graphics of the lady's thundering great gazonkas. Not so – the first *Elvira* adventure, *Mistress Of The Dark*, was a very playable RPG, and won several awards from American magazines.

This follow-up is programmed by the same Horrorsoft team and is called *The Jaws Of Cerberus*. Mainly 'cos you have to rescue our bosomy chum from... well, the jaws of Cerberus. So who is this lucky chap, with his chops round Elvira's nether regions and a name like a packet of salt? Why, he's a cute, 60ft tall, three-headed demon, that's who. He happens to have strayed into our dimension, found a woman of Elvira's dimensions, and (not surprisingly) is holding her captive in the depths of a film studio. Sounds like Elvira's kind of situation, but it seems she wants rescuing and you get the job. Seeing as you're Elvira's boyfriend, the rewards might make it well worthwhile. Hmmm... now there's an idea for a competition prize...

Mike: If you've seen *Elvira I*, the *Cerberus* screen will look vaguely familiar, as they've used most of the same features but moved them around a bit. If you haven't seen it, check out the extra-special screen layout for a full explanation. Control is by keyboard (slow) or by mouse.



You begin outside the studio, the first simple task being to get inside. In one of the gloomy locations outside the studio gate, you find a rock. Having spotted it, you click on it and keep the button pressed down, whereupon, as if by magic, the cursor turns into a hand. This allows you to drag the rock off the screen and into your possession. You can drag it onto the suitcase at the side, which is your inventory icon, or if your full inventory is displayed below the screen, haul it there.

Likewise, you can drag objects from your inventory and dump them on the screen. In the case of the rock, if you drag it over a suitably breakable object, that object will indeed break and get you into the studio. Likewise, keys dragged over the right lock will open said lock.

One particularly annoying feature is that if you drag an object onto the screen in order to drop it, you find that the object doesn't always reappear. If it came from the same screen originally, it jumps back into position, but if it didn't, it don't. You have to click on the 'Room Scanner' icon, which then shows all the objects lying around that location in the lower window. With a total of approximately 675,000 objects available to pick up, of which only about one per cent are actually useful, you soon lose track of what's where.

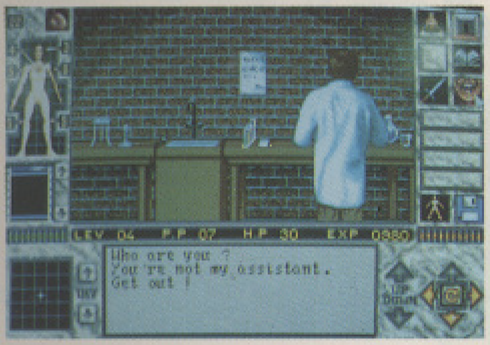


A (spell) casting couch.

Beyond the security system (you didn't think just chucking a rock would get you in, did you?), you enter the studios via the car park, after investigating Elvira's boot.

Movement is by using the arrow icons (with a squiggly one in the middle to enable you to turn round) or sometimes by clicking on the screen in the direction you want to go. This can cause a few surprises, as you can be flicking around the screen looking for hidden objects, and suddenly find yourself in the next room.

The studio offices have three floors, with a neat feature in the costume department allowing you to try on false noses and other things and see the results in a mirror. Less amusing is the



A man-in-white-coat.

old instant-death routine, lurking if you enter a nearby innocent-looking room. There's no way out, you're just dead – so save regularly.

Beyond here, and the game's protection system, you can enter one of three studio sets. That should satisfy those of you who are sets mad. (*Groan. Ed.*) All you know is that Elvira is tucked up in one of these – but is it the old Victorian house, the fog-enshrouded graveyard or the maze of catacombs housing an enormous spider's web?

It's here that the combat and RPG elements start to come in a bit more. At the beginning, you can choose to be one of four characters: stuntman, private eye, programmer or knife-thrower. You also have four ways of fighting an opponent: Normal, Defensive, Fierce and Berserk. The last two are more effective,



A head-case (geddit?)

but also make you more likely to have your throat ripped out.

You also have Elvira's Spellbook at your disposal – you can flip through the pages, checking out which spells you can conjure up on different levels.

And this being a horror game, the graphics are pretty gruesome in places. You'll be treated to boils, pustules, fangs, and lots of heads being ripped off, splattering blood across the screen. Is this what the youth of today want? Yeah, 'course it is!

The Jaws Of Cerberus may not be the best game in the world, but the graphics are better and more varied than your standard RPG, even if the sound is restricted to a relentless soundtrack and a few other little effects.

I enjoyed the balance between hack 'n' slay and solving adventure-type problems, but if you only like doing one or the other, you might find there's not quite enough of either for you.

But it's still lots of good, grisly fun – not quite state-of-the-art, but great if you like stakes through the heart. STOP

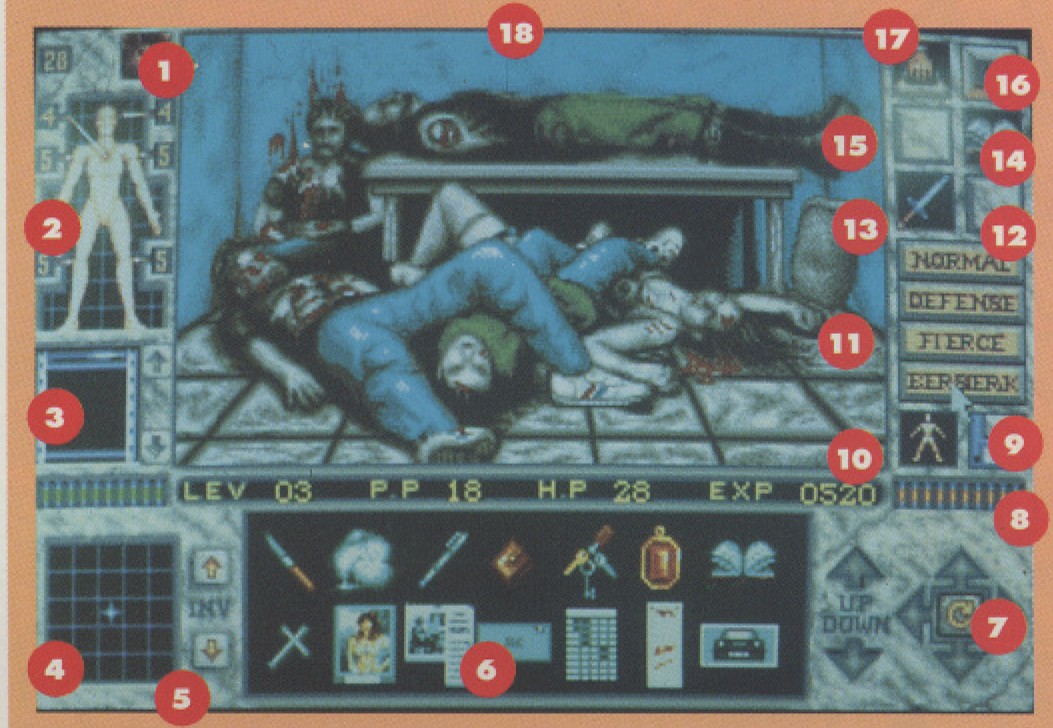
GRAPHICS 82	ADDICTIVENESS 87	OVERALL 84	
SOUND 74	EXECUTION 82		

WHAT'S WHAT

TITLE	Elvira II: The Jaws Of Cerberus
PUBLISHER	Accolade
PRICE	£39.99
FORMAT	PC & ST/Amiga
RELEASED	Out Now/April



A cut above the rest.



THE ELVIRA II SCREEN

Here we spell out the *ELVIRA II* screen. What a magic bunch we are!

1 **The state of your heart. Luckily, no other throbbing organs are on display.**

2 **You and the state of your health. Losing your legs can seriously limit your mobility.**

3 **Spellchecker. Should be called 'Spellchucker', as it shows what you currently have available for lobbing at enemies.**

4 **Seismic Activity Sensor. Nearby nasties show up as red dots on this handy gadget.**

5 **Scroll bars for whatever's shown on the right.**

6 **This window shows lots of jolly useful things like spells, your complete inventory and so on. Use it to check if this is where you dropped Elvira's knickers.**

7 **Click here to move around. Exciting, eh?**

8 **Stats Line. Experience hit points and all that jazz.**

9 **This looks reasonably like a disk. (*Clever boy. Ed.*)**

10 **Options displayed here, er... optionally. They're not always available.**

11 **Secondary Stats Button. Shows you the state of your accuracy, intelligence, strength, skills and lots of jolly interesting things like that.**

12 **A Mouth. Use it to speak with, if you manage to find a character who isn't absolutely unspeakable.**

13 **Weapon Icon. This is the where you choose your combat mode.**

14 **Spellbook. Fancy reading Elvira's intimate secrets? Click here and see what spells she can cast.**

15 **Spellthrower. Displays available spells.**

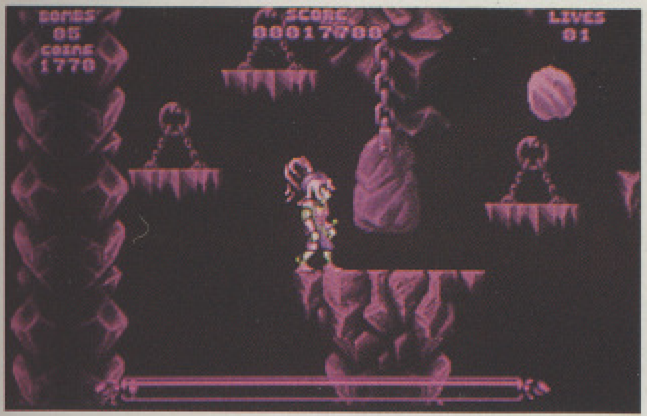
16 **Room scanner. This sort of scans the room, really.**

17 **Suitcase Icon - what you're carrying, fool!**

18 **The piccie window! Lots of gore, bosoms, blood, guts, bits, bats... (but no bots).**


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PARIS - DAKAR
Screen shots from Amiga version
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LEANDER



Patrick McCarthy has always wanted to play a beautiful princess. He thought this new platform, puzzle and stab 'em up from Psygnosis, would enable him to act out his bizzarre fantasy, the poor deluded soul.

There wath once a princess called Lucanna, artfully-named daughter of Lord Lucan (*Emperor Etoroshi, actually. Ed.*) and she wath fair of face, long of leg and fat where men like it. Despite hathing a chronic visible panty-line, she wath much loved by everyone (not in that way, you dirty-minded herbert). She wath also the unfortunate owner of a small cheesy dog, with whom she wath exceeding fond of besporting herself in the garden. And there came unto the land from out of a 'filthy pit of anguish' a nathty batht, fearthome as anything from the thcary *Thooty Thow*. (*Eh? Ed.*) He wath evil and deadly, had a rather acute perthonal hygiene problem, and hith name wath Thanatos or thomethuchth – (spit) – somesuch, and he wath fond of a bit of roast dog so he didth grab the princess's cheesy dog and roast it. "Mmmm..." quoth he, "you can't beat a cheese hotdog," and he didth eat the dog and then make off with the princess tucked under one ranthid armpit.

But lo, in the dithtance wath Leander, the secret lover of Lucanna. He wath quickly roped into rescuing her by hith emperor, Lucan (*Etoroshi. Ed.*) "But," quoth he, "I am armed only with my short sword." "Fear not," they quothed back, "there are shops about for buying weapons and armour and stuff." "But I hath no money," he protesteth, quite reasonably. "Look about, dork," quoth they, rather harshly in my opinion, "whaddya think all that stuff in the chests ith? Get out there and do thy stuff through 22 heckish and challenging levels in three different worlds."

AMIGA

Patrick: "Is that a girl?" somebody said when they saw our hero, Leander. His fancy helmet *does* look a little like long, blonde tresses bouncing as he slinks his way across the screen. But he's all man, our Lel (despite the walk). His little sword's out and hacking away at the drop of a hat. He's so hard he doesn't even carry it ready in his hand – it's out of his scabbard, across the belly of his foe and back in again before you can say: "Be careful where you wave that thing, it's pretty sharp." *Leander* reminds me a bit of *Rick Dangerous II* and some of the swinging platforms even look a bit like *Sonic*.

There are hundreds of opportunities to get spikes up your bottom if you're interested in that sort of thing. Alternatively, you can fight elves, dragons, giant insects and savage (and probably cheesy) dogs. The end-of-world basts are real muthas, and you'll need to be well-stocked with weaponry and armour before you can even think about dealing with the swines.

Although you're told what task you have to perform at the start of each sub-level by a winsome siren, there's still an element of exploration while you work out what the hell she was on about. Initially, levels are straightforward, but as you get further into the game a puzzle element emerges – platforms have to be moved at the start of the level to be in position later.

With 22 sub-levels, you certainly won't finish it quickly, and even if you do eventually finish it you can alter the difficulty level in a number of different ways – your hit points, your lives and continues can all be changed. The password system helps you avoid having to go through levels you're over-familiar with again and again, the backgrounds are moody and the animation is good. It's just a fine game all round, really.

WHAT'S WHAT

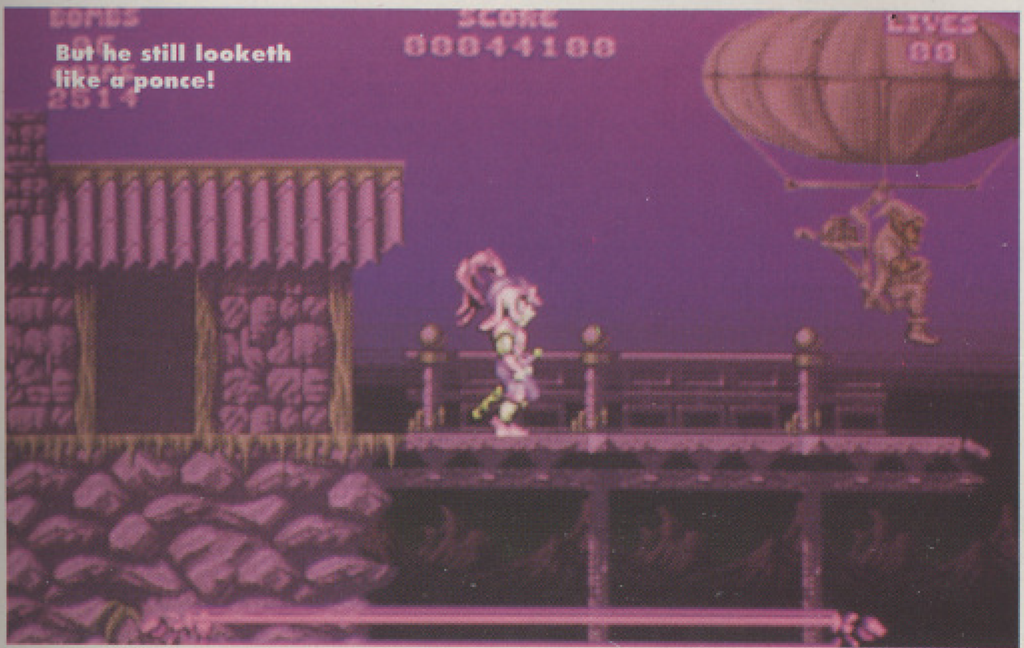
TITLE	Leander
PUBLISHER	Psygnosis
PRICE	ST & Amiga
FORMAT	£25.99
RELEASED	Out Now



Monster after monster...



He slayeth...



But he still looketh like a ponce!

GRAPHICS	89	ADDICTIVENESS	86	OVERALL 88
SOUND	83	EXECUTION	89	

review

ABANDONED PLACES

Patrick McCarthy has always found _Abandoned Places_ rather disturbing – especially if the seat is still warm or there are hoof-prints across the ceiling. (_Oh God. He's been at the cheese again. Ed._)



Abandoned Places is, as you can see from the screen shots, a mouse-driven RPG. The first in a new series of RPG's, actually. Like all adventure games, there is a great evil threatening Kalynthia, the mythical land in which you live (_Wasn't her last single top of the Dance Charts? Ed._) and you are the controller of a band of four dashed attractive types who must quest their way through the game to everybody's benefit (except, of course, the baddies). Refreshingly, and unlike most adventure games, there's nobody with huge jugs in it – presumably because the game itself is so big there's no room.

You control four characters, which you select from a range of 12 – two warriors, a cleric and a mage (sounds like a building society advert). Their attributes are not apparent until you get into the game proper, at which point, of course, the true anal retentive will quit and try all the others in turn to see if they can get that vital extra hit-point. Those of you interested in beards (we get a lot of letters from facial hair collectors) will be interested to know that all of them have beards or facial hair of some description – even the women, who have dashing waxed moustaches.

The game is comprised of two worlds – the Inner (dungeons, towers etc.) through which you have to fight your way in order to reach the Outer (where the land features many different types of terrain and all your travelling is done). The land is divided into different states, each with its own capital and leader. It's up to you to locate and work with these leaders – who you help, and who you don't, dictates the course of your progress and even (gasp) your ultimate fate.

You can journey about on foot (in which unhappy condition you will be more vulnerable to attack by passing monsters), on horseback, by ship (by moving your party to where a ship docks and selecting the travel icon – you can't control its destination). If your spellcasters grow powerful enough, you can use the Fly Spell to whizz your group around the place, although you can't enter any town or city unless your feet are firmly on the ground.

You start in a modern, rather starkly-decorated dungeon, filled with unpleasant people with wings and flamey hot breath and your first problem is to find a way out of the joint before the basts finish you off, hopefully arming yourself on the way to the surface...

WHAT'S WHAT

TITLE	Abandoned Places
PUBLISHER	Electronic Zoo
FORMAT	ST/Amiga/PC
PRICE	£29.99/£29.99/£34.99
RELEASED	March/Out now/March

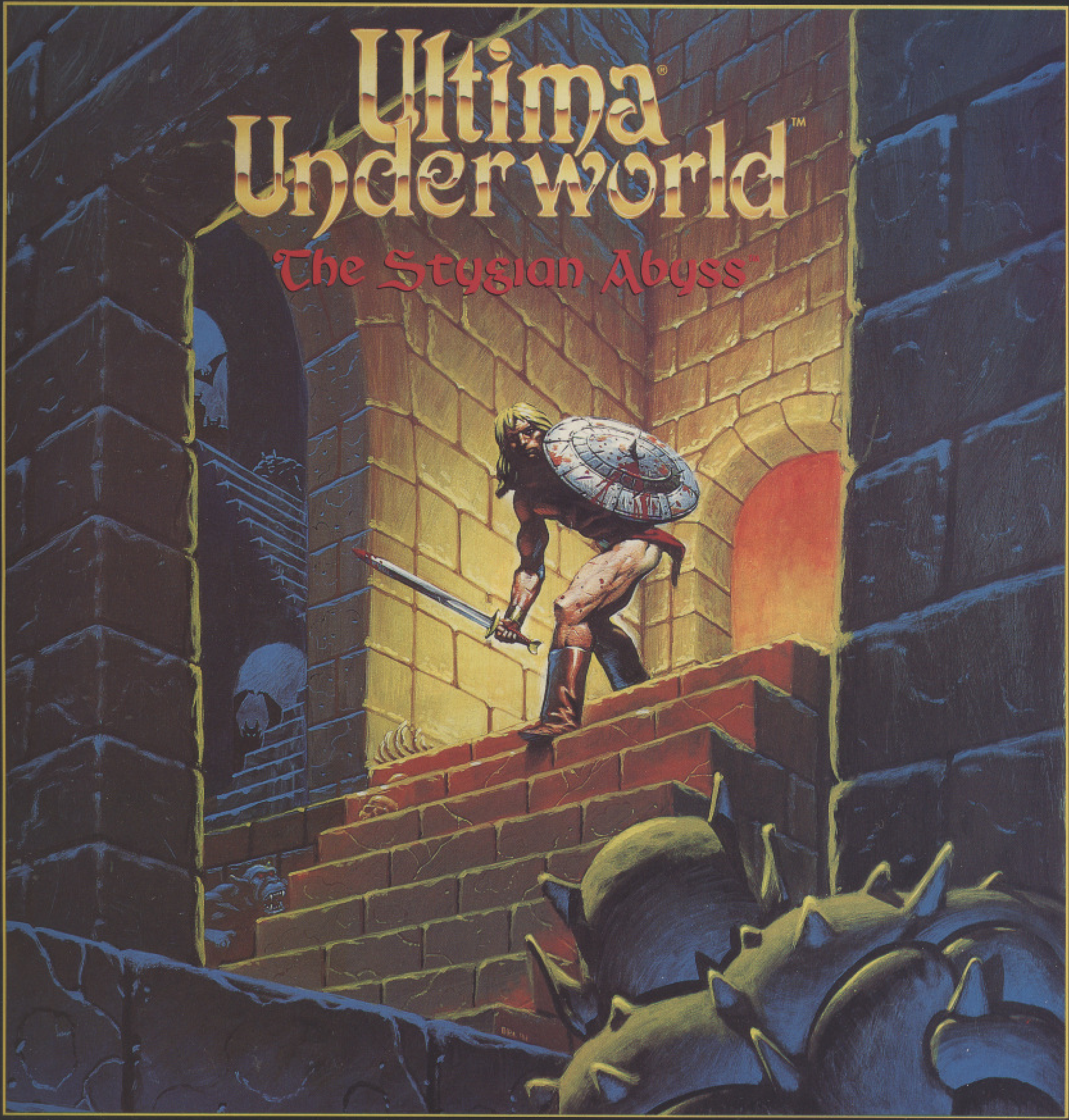
Patrick: _Abandoned Places_ is a very large game. It comes on four disks and if you want to save a game to disk, you'll only get one saved position per disk. The designers reckon it should take you 80 hours to get even halfway through the game (and that's, er... more than a day, I think). (_Moron. Ed._)

The mouse-driven interface works okay (technical, eh?) but, let's face it, it's almost a standard arrangement these days. The graphics are functional without being particularly inspiring and the sound is rather disappointing, consisting largely of moody but rather naff synthesiser tunes which quickly grow irritating. This isn't intended as a major slagging – if you're an experienced player and like RPG games, you should enjoy it as it's a quite good, and rather massive, example of the genre. On the other hand, if you're not sure whether you like them or not, it doesn't particularly have anything that will win you round, and if you're a newcomer to adventure games it may well be a bit deep for a first-time buy.

STOP

GRAPHICS	80	ADDICTIVENESS	77
SOUND	75	EXECUTION	80

OVERALL 83



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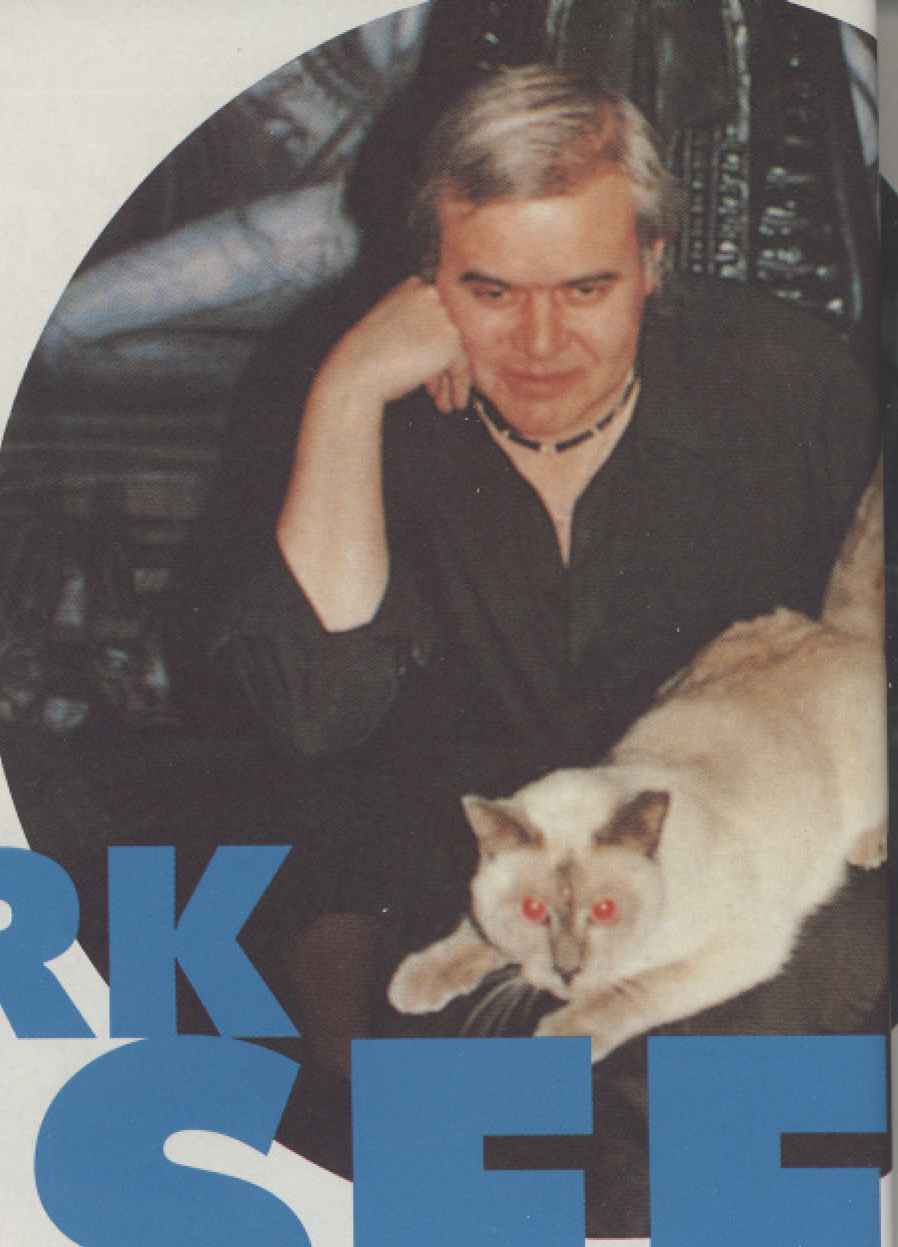
Some games must be played to be believed and Ultima Underworld: The Stygian Abyss - a game of action, motion and movement - is one of them.

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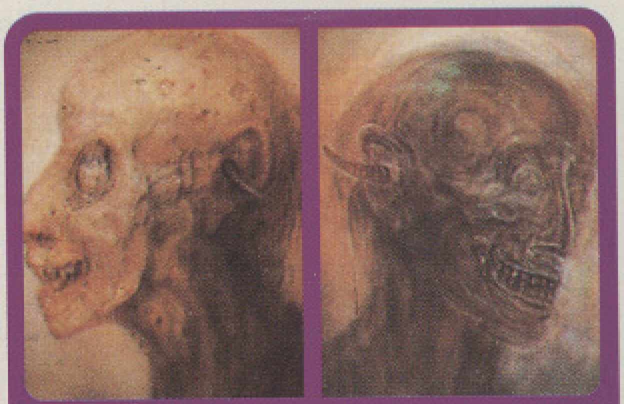
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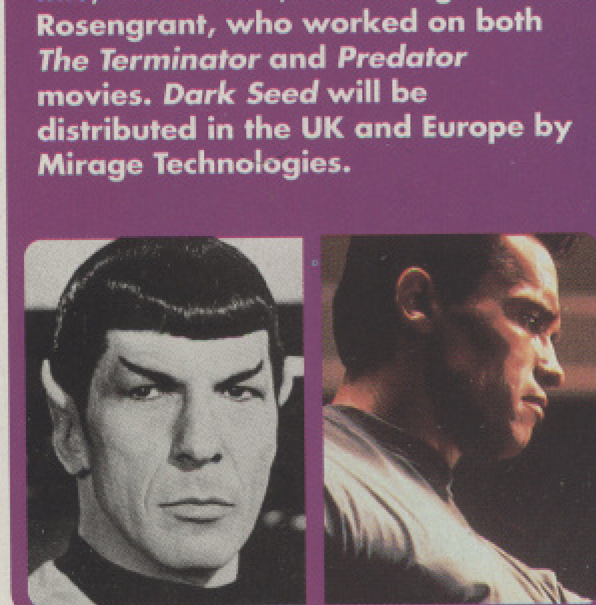
When we found out that new software publisher Cyberdreams was to produce a game based upon the spooky artwork of HR '*Alien*' Giger, we got a funny, throbbing sensation in our stomachs. Out popped *Steve Rhinds* who, pausing only to dust off the remains of three Big Macs and a sausage sarnie, went straight for the story.

DARK SEE



WHAT IS CYBERDREAMS?

Cyberdreams is a new company, based in Los Angeles, aiming to produce adventure games for PC and Amiga formats. These games will be tied in to some of the most successful sci-fi films released over the last ten years. As well as their collaboration with HR Giger on *Dark Seed*, the group is also working with *Blade Runner* and *Star Trek* designer Syd Mead on a game to be called *Cyber Race*, and yet another title, *The Evolver*, with designer John Rosengrant, who worked on both *The Terminator* and *Predator* movies. *Dark Seed* will be distributed in the UK and Europe by Mirage Technologies.



Surrealist HR Giger has probably had more influence on the look of the modern sci-fi/horror film than any other artist. His nightmare visions, painted almost entirely in black and grey, were the force behind the Oscar-winning monster which burst out of John Hurt's chest in Ridley Scott's sci-fi epic *Alien*, not to mention inspiring a string of Hollywood imitations.

The Swiss-born painter started out as a draughtsman for a firm of architects – an influence that can still be seen in his work's fine detail – before going on to study interior and industrial design in Zurich. Plagued since childhood by disturbing dreams, his work began to take on an increasingly darker aspect following the suicide of his longtime companion, actress Li Tober in 1975. He still lives in Zurich today – alone apart from his two Siamese cats Muggi and Noneli – in a two-storey apartment decorated with works from *Necronomicon* (*Book Of The Dead*), a series of drawings based on the work of Victorian horror author HP Lovecraft. It was this work in particular that proved to be a key element in shaping Ridley Scott's visuals for *Alien*.

The film was not Giger's first flirtation with the cinema. Among other projects, in the late '70s, he worked on designs for a film version of Frank Herbert's sci-fi saga *Dune*, before the idea was taken up by David Lynch, one of Giger's favourite directors. "I would have loved to collaborate with Lynch on *Dune*, but apparently he wanted to do all the designs by himself," he told *Cinefantastique* magazine back in 1988, "I think he did a great job."

In spite of Giger's reservations about the way his designs were used in the finished film, critics agree that *Alien* is the most successful cinematic interpretation to date of Giger's unique style. However, he was not invited back to work on the sequel, *Aliens*. Instead, he merely received an (unpaid) credit as designer of the original *Alien* concept. A collaboration with the makers of *Poltergeist II* proved even less successful from Giger's point of view. He is on record as saying: "I have never been satisfied with what film-makers have done with my work in the past – I was horrified about *Poltergeist II*". He retains a fascination with the silver screen, however: "I should like to work with someone who is aiming for quality and something new, rather than profit only... I'd like to be asked by someone like Fellini – that would really enthuse me. Unfortunately, it never happens".

For an artist who acknowledges Hieronymous Bosch, Gaudi and Dali as major influences, Giger is quick to deny that his paintings are somehow the reflection of a warped mind: "Why do I paint the things I paint? That's beyond words – I have so many different stories





A Giger gagger.



A Giger grotesque, er... thing.

to tell, which I can only draw, and everybody always thinks I'm only interested in dark, morbid things, whereas I take a genuine pleasure in cheerful things."

Nowadays, Giger produces around 25 paintings a year, using airbrush ink and acrylic paint. "I find that black and white or monochromatic schemes work best for me – colour is against the force of my work," he claims. Certainly his style of what he calls "fantastic art" makes him virtually unjque in his Swiss homeland: "Switzerland is not a very fantastic land. If someone talks about Switzerland, it's always about banks or mountains –not about art." (*What about chocolate? Ed.*)

WHAT ABOUT THE GAME?

The fact that Giger was the brains behind the alien in Ridley Scott's film of the same name should give you some clue as to the kind of goodies that are in store for you in *Dark Seed*, er... namely a 'very ugly creatures from another world seek world domination' scenario. You get to control Mike Dawson, a sci-fi writer who has manged to rake together enough cash to buy himself a stately Victorian pile – complete with fir trees and a globe cocktail cabinet – on the outskirts of a small town called Woodland Hills. Unfortunately for Mike, a closer inspection of his new home leads him to stumble across a very unwelcome houseguest – the Dark Seed himself. Eeek!

DS promptly challenges our hero to enter a world full of dimly-lit corridors and industrial piping, inhabited by the aforementioned very ugly creatures, who coincidentally happen to be hatching a dastardly scheme to destroy the human race. In fact, the only thing that seems to have stopped them so far is the fact that they need a human to reproduce – and that's where Mike comes in.

During a particularly nasty nightmare sequence, the creatures manage to plant an embryo in Mike's head, and from then on it's a race against the clock. Unless Mike manages to unlock the secret of the fiendish plot and find a way into the creatures' world within three days, the embryo will hatch, transforming Mike into the prototype of a new generation of 'very ugly creatures seeking world domination etc'.

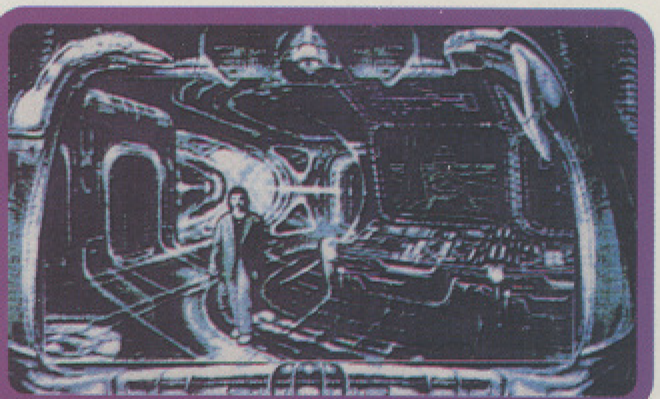
You have the opportunity to romp around two spooky worlds – not only the world as we know it, but also that of a dark and dying alien civilisation. This civilisation is composed of evil, biomechanical creatures – powerful beyond our understanding! Gad, saving humanity is going to be no mean feat. Publishers Cyberdreams are hoping that its high-quality graphics and animation will really set this game apart from its competitors. *Dark Seed* has been in development for six man-years, and the company claims that its artwork pool is worth a cool $1,000,000. It also boasts some pretty neat graphic effects, like 'morphing' (nothing to do with Tony Hart and his Plasticine chum), the technique used to great effect with the liquid Terminator in *Terminator 2*, where the animated metal sprites carry reflections (in this case of Giger's artwork).

Dark Seed features over sixty separate locations for you to explore, brought to life by as many as 1,000 frames of animation. It will be controlled via a friendly, point and click interface. Keep your eyes peeled for ZERO's full review treatment in a future issue.

WHAT'S WHAT

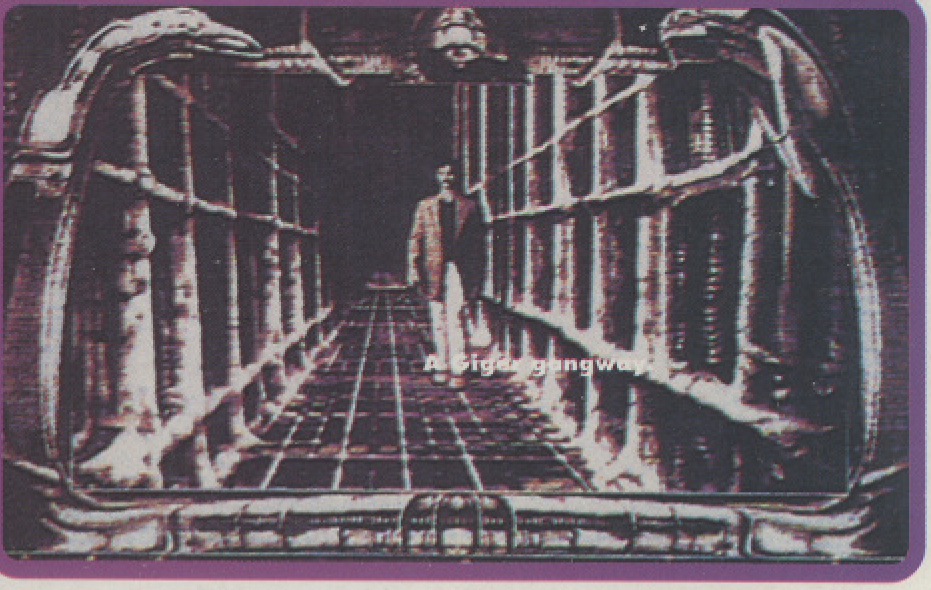
TITLE	Dark Seed
PUBLISHER	Cyberdreams/Mirage
FORMAT	PC/Amiga/
PRICE	£39.99/Tba
RELEASED	March/July

STOP





A Giger grin.



A Giger gangway.



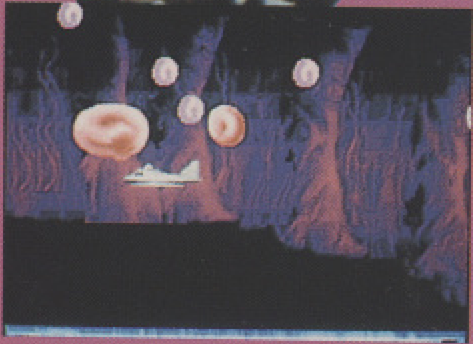
ocean

review

FANTASTIC VOYAGE



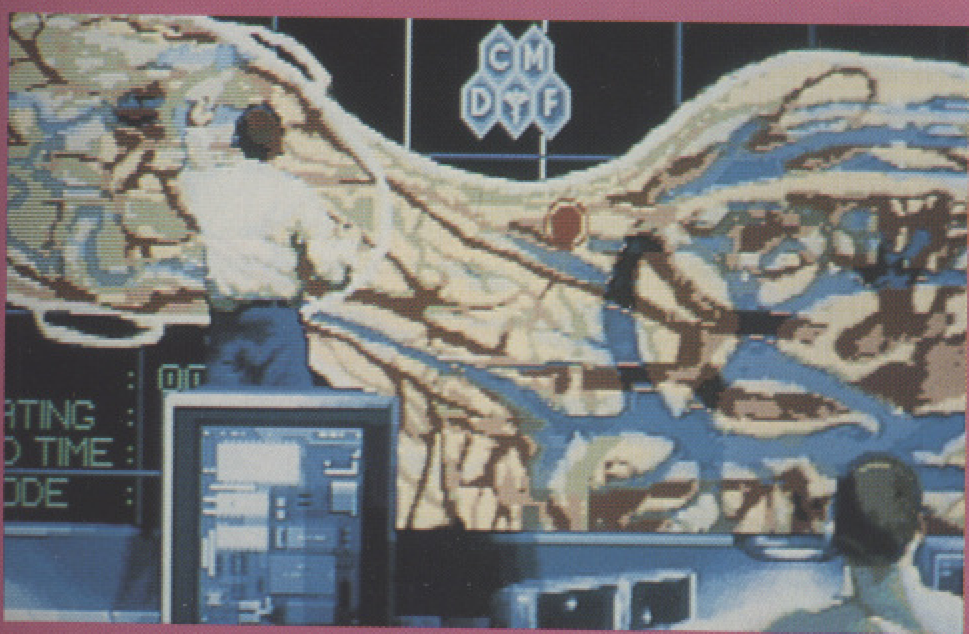
Imagine our delight when *Toby 'Doctor' Finlay* informed us he was going off on a *Fantastic Voyage*. Then imagine our dismay when we realised that he wasn't actually *going* anywhere – he was talking about the new shoot 'em up from Centaur Software.



If you're about 97 years old, you might remember a film called *Fantastic Voyage*. If, however, you're not, you might remember a film called *Inner Space*. Well, that'll do, because *Inner Space* is virtually a remake of the aforementioned film that everyone at ZERO is too young to remember. The voyage in question is a fantastic one because it takes place inside a human body. The Americans have designed a miniaturization ray to, er... miniaturize things, and find it partially successful, but it only shrinks the brain. Unfortunately, the only man who can perfect the process is extremely ill. But being the brash, uncaring lot the Yanks are, they decide to use the ray anyway and send a microscopic submarine-thing into his bloodstream.

You're the pilot of the sub and you've got to find bits of a laser scattered around the body (don't ask me how they got inside), so that you can destroy a blood clot in the brain. Sadly, the body sees the sub as an intruder, and is doing its best to destroy it. All this takes place as an eight-directional shooter-cum-explorer-type game. You can collect power-ups and extra fuel and then you can shoot things (as you might expect). If you find your shield getting a bit low, you can replenish it by killing three baddies consecutively with no wasted shots in between – accuracy reaps many rewards in this game.

Overall, it's a sort of cross between *Blood Money* and Activision's ancient *Hero*, both of which were skill. Wouldn't it be spooky if this was too. (*Gosh, if I read on I might find out. Reader's Voice.*)



Doctor Finlay manages to prove he isn't really a doctor at all.

AMIGA

ZERO HERO

Toby: Well, paint me orange and call me Keith but it is. Very. In fact it's probably the best shooter I've seen for ages (apart from the rather scrumptious *Alien Breed*). Though the sound effects are a bit weak, there's some great music – which nearly broke the ZERO atmospherometer – and graphics to match. The graphics – ah, the graphics! Beautifully drawn, huge sprites of cancerous growths and other tasty snacks, brilliant colour fades and ultra-smooth scrolling in all directions make for a bit of a special game in every department. But (and this is a tiny 'but', which only really applies to herbal tea-drinkers), though it's very playable and the controls are responsive, it's also quite tricky, even on the easiest setting.

The initial stages can be especially frustrating, especially when a certain Art Chick keeps telling you you're crap every time you die. (*You're crap. A Certain Art Chick.*) However, if you can actually stick with it, you'll find that it gets a lot more interesting – aliens get bigger and nastier, weapons get louder and more dangerous, and the expletives you hurl at the computer grow more obscene. This isn't *Xenon 2* by any means. While that was basically an average shoot 'em up with smart graphics and sound, you didn't have to navigate or really engage your brain. In *Voyage* you must, or you die. It's as simple as that. STOP

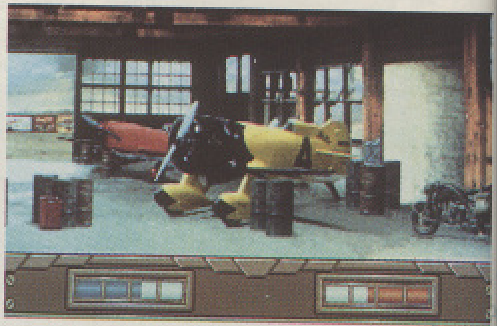
WHAT'S WHAT

TITLE	Fantastic Voyage
PUBLISHER	Centaur Software Inc.
PRICE	£25.99
FORMAT	Amiga
RELEASED	Out Now

GRAPHICS 91	ADDICTIVENESS 90	OVERALL 90
SOUND 88	EXECUTION 92	

THE ROCKETEER

Nobody else in the ZERO office actually saw the film when it came out, but *Duncan MacDonald* remembered seeing a thirty-seconds-long advert for it on the telly. As far as we were concerned, this made him the ideal person to review *The Rocketeer* from Disney/Infogrames.



The Rocketeer's garage – smart!

In The Rocketeer you play a geezer called Cliff Secord, who's an ace pilot and star of Bigelow's Air Circus. But Cliff has an alter-ego – he's able to whip off his civilian clothes, don a rocket-pack, and become a super-hero called The Rocketeer in a flash. Things aren't going too well for Cliff at the moment – some evil Nazis have nicked the blueprints for his rocket-pack, kidnapped his chick *and* stolen a top secret fighter plane. Undies off then, as Cliff goes to sort it all out. Gung ho!



Rocketeer reveals insect fetish shock!

There are five levels. First, there's the air-race: three planes whizzing around two giant poles – with you in one of them. Then the Nazis do their deeds, and it's time for a bit of digitised *Operation Wolf* style gunnery. Succeed in this fight and it's back up into the air, this time in your rocket-pack, for an aerial shoot-out against more Nazis. If you don't get killed here, you'll find yourself at the controls of a Flying Fortress in a viewed-from-the-side dogfight. Then it's the finale – a fist-fight to the death against the Nazi leader... and a snog up with your chick, of course.

WHAT'S WHAT

TITLE	The Rocketeer
PUBLISHER	Disney/Infogrames
FORMAT	PC/ST & Amiga
PRICE	£30.99/£25.99
RELEASED	Out now/April

Dunc: As the intro will have told you, I haven't seen the film *The Rocketeer*, but I did once see a 30 second advert for it on TV. That was as good as going to the pictures as far as I was concerned, because I was able to deduce four things: Alan Arkin was in it, it was a spoofy comedy about a bloke who had invented a jetpack, there were some Nazis involved, and Alan Arkin crashed into a lake at some point. So why bother going to see the film at all – I had the plot sewn up already. So let's see how right I was, based on what's in the game...

Deduction One: Alan Arkin is in it. Wrong, but he *was* in the film, so let's say correct.

Deduction Two: It's a spoofy comedy about a bloke and a jetpack. Correct.

Deduction Three: There are Nazis involved. Correct.

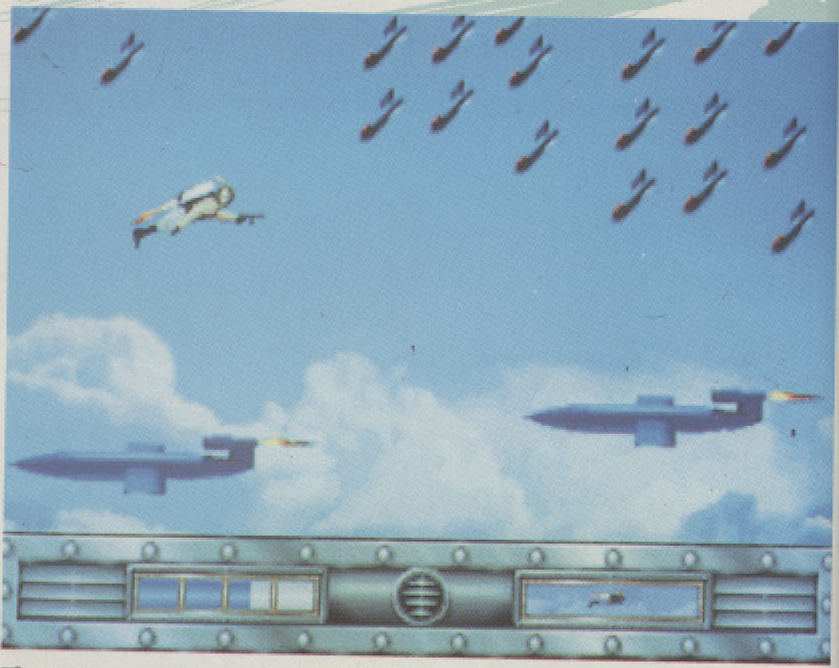
Deduction Four: Alan Arkin crashes into a lake. Correct, er... well it's not actually in the game, but I'm sure he did on the advert.

So there you go – four out of four. But enough about how correct I was, and onto the game, which, incidentally, captures the mood of the TV advert brilliantly (so no gripes there).

All the in-game graphics are digitised, there's some pretty nice sound, and all the interlinking screens are done very nicely in a cartoony *Dan Dare 1940's* comic sort of a way, but... The 'but' is as follows. While the digitised backgrounds are excellent, the game doesn't really make very much of them, and the playing areas are very small as a result.

So, with only five sub-games on offer, *The Rocketeer* doesn't offer what you could call 'value for money'. It's a slow-burner too, not being the most instantly addictive game on the planet. And it's incredibly difficult as well – too hard, too soon. (Still, seeing as it's such a small game, this stops you completing it in next to no time, which was probably the idea anyway.)

There's not a lot more I can say. It all comes down to the amount of game you get for your money in the end, and



The nasty Nazis dump on our hero from a great height.

there's not enough here to justify the asking price. It's a shame really, because *The Rocketeer* is well executed, and a very original use of a licence – but there you go. That's not enough, is it? I wish it was, but it's not. And anyway, you don't get to see Alan Arkin crashing into the lake.

GRAPHICS 88	ADDICTIVENESS 65	OVERALL 75	
SOUND 85	EXECUTION 80		

As a lover of high hair, *Amaya Lopez* was thrilled at the thought of a quick backcomb or two. So we gave her Disney's new game, starring the inimitable Roger Rabbit, master of the household appliance.

HARE RAISING HAVOC



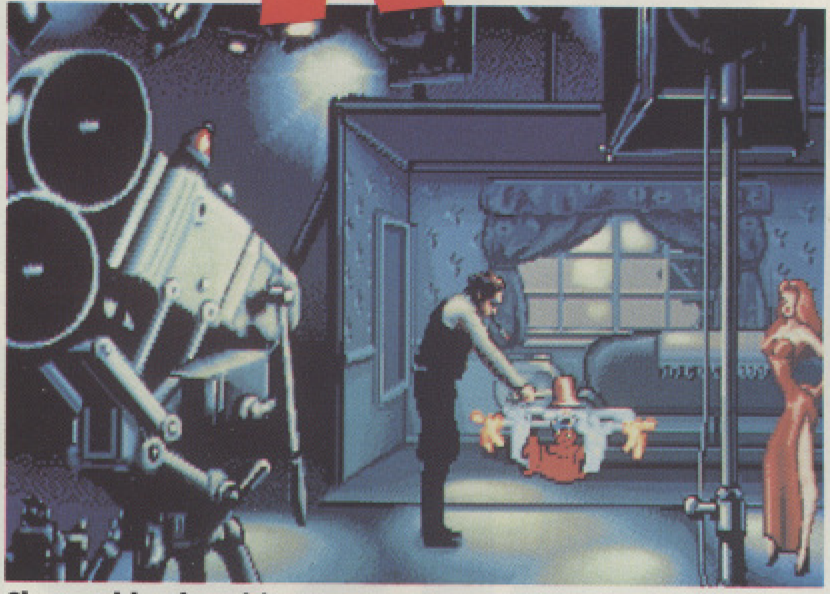
29 accidents later – and still grinning.

Before you play this game, a quick perusal through David Bellamy's *What Not To Do With Rabbits Vol. I* could well be in order. Hmm... Chapter One: "Never leave your child in the care of a wabbit of the clothed, cartoony, cheesy grin variety, no matter how truthtworthy he may look." Very useful, now let's look at the scenario.

That old geez Roger Rabbit is filming a new Maroon Cartoon where he has to take charge of Baby Herman. Herman's mom, however, is evidently no stranger to rabbits' foibles – she threatens some short, sharp vivisection treatment, should Roger lose sight of Herman. Directing the film is the infamous Niles Darfegnünen, whose patience has been taxed to its limit with our hero's on-film performances. Meanwhile, Baby Herman's precocious stance finds him sulking in a corner (babies, eh?).

If you think you're a popular sort, then it's time to be pulled down a peg or two – 'cos you play Roger. The film opens with a classic Fred Quimby-type shot of Baby Herman's mamma – two rotund legs balancing on a perilous pair of '50s stilletoes. After a lecture on baby care, Roger is left alone with brat features, who manages to give him the slip. Roger appears locked in the living room, where he must use his wits to get out and recover Herman within a given time limit. There are seven different scenes, starting with parts of the house, where everyday household appliances play a vital role in helping Roger to get out of locked rooms. Then it's off to the garden, the circus, a building site and finally the Tasty Moo Dairy where Baby Herman has escaped to...





Slammed by the critic, Roger's about to be chucked.

PC

Amaya: "Never mix children and animals," as my old chemistry teacher used to say. And she have a point: Roger Rabbit loses sight of Baby Herman one milli-second into the game. It was time for me to struggle with a creature even clumsier than my good self – for Roger's capacity for walking into things, knocking himself out and tripping over is endless.

The graphics are a delight – brilliant animation coupled with witty inventiveness: Roger swinging around fans, slipping on plates and generally injuring himself as much as is humanly possible. But no matter how many times he hurt himself, he still had a huge cheesy grin firmly fixed on his face. The 'scenes' have been beautifully drawn and are reminiscent of the film, with '50s decor and appliances predominating.

Those of you who get the feeling that this is a a baby, poncey game can think again. It's full of puzzles (and red herrings), some of which are a bit tricky, and the time limit adds a real challenge. Roger can be controlled with the keyboard or a joystick, but it can be frustrating trying to make him spin or swing in the right direction. For me, it was the fab, cartoony graphics that gave it that 'one more go' factor.

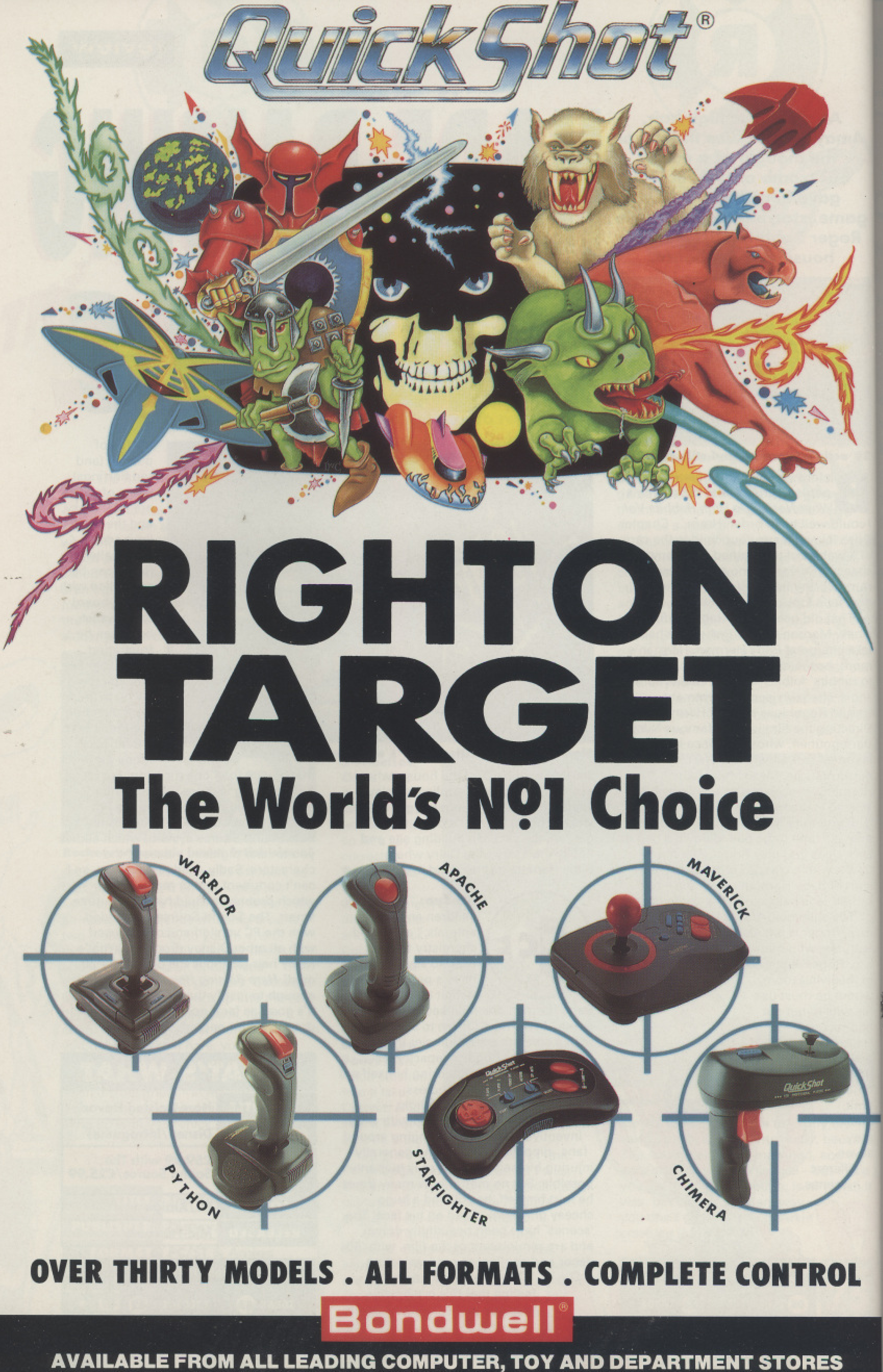
The game is more playable than earlier Disney offerings, and the PC version comes complete with Disney's new Sound Source system, which allows you to hear digitised voices of the characters. Sadly, I didn't have one, so I can't comment on the real sound – which probably would have been quite smart. The Sound Source is included with the PC version and can be used with all other Disney products. What's really hair-raising is the price-tag – 60 quid! *Hare Raising Havoc's* just not big enough to justify that many sovs. It's good as far it goes – it just doesn't go far enough.

WHAT'S WHAT

TITLE	Hare Raising Havoc
PUBLISHER	Disney/Infrogames
PRICE	£59.99 with The Sound Source/£25.99
FORMAT	PC/Amiga
RELEASED	Mid-February

GRAPHICS	90	ADDICTIVENESS	80
SOUND	81	EXECUTION	82

OVERALL 78


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THE GODFATHER


"Hey, buddy – either you gimme a grand or you say goodbye to the piano..."

Preparing to test out *The Godfather*, *Martin* Pond, a deft exponent of 'method reviewing', gained 20 kilos in weight, stuffed his mouth with cotton wool, and took to sleeping with a horse's head. Stupid, isn't he?

Those Mafia boys, eh? Drug trafficking, prostitution, brutal slayings, and I'll bet they don't pay their poll tax either. We've all seen the antics of these crazy funsters in the *Godfather* films, a cinematic opera chronicling the lives of the Corleones, an everyday family of violent mobsters. And now US Gold have brought out a game based on the film trilogy. You get to play a gangster of the Corleone clan, who ambles through five levels of horizontally-scrolling shoot 'em up action, dressed in a snappy suit. Each level set in a different location, so as to loosely follow the plot of the films.

What follows is a whistle-stop tour of the crime hot-spots of the Americas. You start off in the streets of New York in the 1940's before moving on to the casinos of Las Vegas, a Cuban slum, a marina in Miami, and finally a mansion in the small town America of the 1980's.

Ruthless hoods of Italian descent turn up all over the place – popping out of windows, walking around and driving past in big cars. Luckily, you can shuffle in and out of the screen as well as being able to amble along, and you can shoot in loads of different directions. Just like a real gangster! A second section to each level has you controlling the crosshairs of a machine gun, and laying waste to various interior locations, à la *Operation Wolf.*

WHAT'S WHAT

TITLE	The Godfather
PUBLISHER	U.S. Gold
PRICE	£30.99/TBA
FORMAT	Amiga/ST & PC
RELEASED	Out Now/TBA



Martin: Despite the fact that they're always very well turned out and good to their mothers, the mob have never had a very good press (especially what with all that business about sending people for a swim with concrete buoyancy aids). *The Godfather* game does nothing to rectify this poor public image. Though the films formed an epic saga of love, honour, revenge, and mass killing, the game leaves all the earlier stuff out in favour of the epic mass killing. It's a bit monotonous after a while – walk a bit, shoot, walk some more, shoot, etc, etc.

It does have some nice touches though. If your character is idle for a while, he lights up a fag – he's not a very good role model at all really, what with all that murdering people as well.

It's really smart having the odd innocent bystander on the scene, even if they do wander around completely oblivious to all the carnage, because (for the first time you play at least) you don't know who's who. Is that young mother with her baby really what she seems, or an evil Mafia hit woman pushing a pram-bomb? And how about that silver-haired old lady? Shoot them all anyway, that was my cunning tactic. However, if you grease too many young mums, you're disowned by the family (the mob hate all that kind of unpleasantness – it's bad PR). Anyway, if you are disowned



then it's game over, I'm afraid, and an end sequence shows you as a sad old loser hanging out near the sea reflecting on your past glories (just like Cheggers or Dr David Owen).

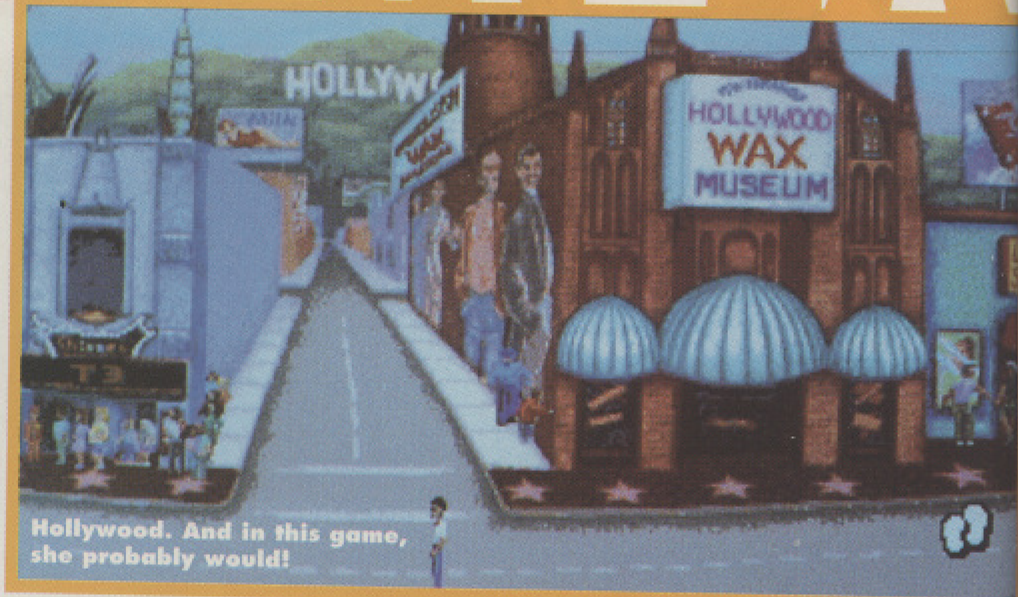
Even though the action is quite sedate, the graphics are marvellous. Too good in some parts – some of the deaths were really yucky. And, unlike other shoot 'em ups where the opposition disappear after you've zapped them, corpses in *The Godfather* soon start to pile up in all sorts of unsightly poses – very, very messy. It was all a bit much after a while, so I had to go and have a lie down and a game of *Rainbow Islands.* If you're a huge fan of these sort of killing sprees then you'll definitely salivate over *The Godfather.* But if you have no psychopathic tendencies, it'll probably just give you nightmares.



GRAPHICS	87	ADDICTIVENESS	80	OVERALL	84
SOUND	78	EXECUTION	85		

LES MANLEY IN: LOST IN LA

"We've got an adventure game that's recommended for mature audiences here," said the Ed. "Well, they don't come much more 'mature' than ol' hedgehog-face!" chorused the rest of the ZERO crew. So we renewed *Mike Gerrard*'s bus pass for a month, threw him under the cold shower and let him loose on the new Les Manley adventure, *Lost In LA*.



Hollywood. And in this game, she probably would!



Once a floppy 5.25" was all you needed. Now you've got to provide a hard drive as well. Bearing this in mind, I was interested to see what Accolade had done with this very graphic game that needs installing on a hard drive before you become Les.

Another character who made an appearance in the original *Search For The King* was Helmut Bean, the world's smallest man, now a Hollywood stunt double. He saves the studios zillions, because he's only six inches tall and can perform in sets the size of a doll's house. And boy, can he perform, as you find out in the intro scenes. He may be only six inches tall, but he must have something to satisfy a fully-grown actress like LaFonda Turner. Helmut's about to disappear – he's about to be kidnapped, and Les is about to arrive in LA to find Helmut unfindable. Now read on...



PC

Mike: Accolade claims this is the closest they've come to producing a movie. Fine, but if we want movies we can go round the corner to the Soho sleaze-pits – this is meant to be an adventure! We are not the least bit interested in the fact that they've hired Playboy models, persuaded them to take off their clothes and incorporated the digitised results into this game.

The skippable intro sequence features LaFonda slipping out of her robe and going skinny-dipping in the pool, while Helmut is on the phone – not easy when you're six inches tall! He's calling his chum Les Manley, arranging to meet him at Venice Beach. Then Helmut and LaFonda are the latest victims of a Hollywood kidnapper. Les turns up to find a distinct lack of Helmut, so he sets about finding him.

You need a mouse to do the business – I tried with the keyboard option and (on my system anyway) it didn't always work. The cursor sometimes stuck on one option, even when you wanted to save and load games. So it's mouses out, fun-fiends. The whole screen is given over to the location graphics, with a row of icons appearing beneath if you move your cursor there. The cursor shape dictates what you can do – if it's feet, you can walk there; if it's a question mark, you can get info about people and places, or talk to someone.

The game is mainly about talking to other characters and discovering things. If you're lucky, they might give you something that you can give to someone else. Although there's a lot of moving graphics, the response is much quicker than in, for instance, Sierra games. This is due to the fact that there are fewer options – you can't move objects onto the screen and drop them, for instance. Also, when the screen scrolls, the whole lot moves across quite quickly – you don't have to wait for ages for a new screen to be drawn.

The digi-bits fit in well with the action. Most of the game's pixels, but sometimes a 'real' character turns up against a drawn background. I've been wondering what happens if you get inside the Club Mud, where they have nude mud-wrestling, but the bouncer wouldn't let me. Sod! I'm sure he would if I gave him what he wanted, but at least he told me where there was a good party. This is where my map of Hollywood helped me out. It's a really neat feature – use the map and it appears on-screen, with Les able to walk across it and go straight to Hollywood Boulevard, Rodeo Drive or a bunch of other LA locations.

There are boring bits, although none of them belong to LaFonda Turner or the other California girls who pop up. Some of the sound effects are good, although the main tune is inane and relentless. You'll see some sexy scenes, some decent jokes (and indecent ones), and there's more than enough going on to keep you playing – if only to get into the Club Mud. I'll get in if it kills me – and it may well do! STOP

WHAT'S WHAT

TITLE	Les Manley in: Lost in LA
PUBLISHER	Accolade
FORMAT	PC
PRICE	£34.99
RELEASED	Out Now

GRAPHICS 92 · ADDICTIVENESS 78 · SOUND 75 · EXECUTION 80 · OVERALL 84

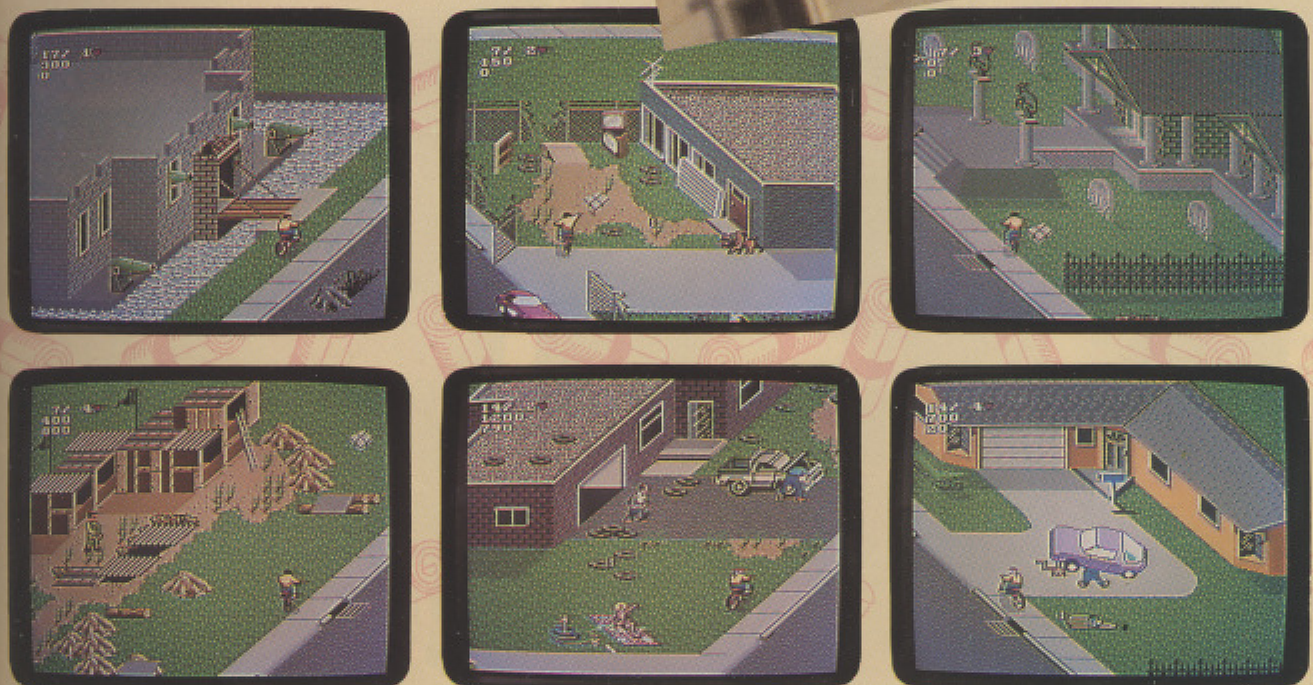
Look out - he's back!

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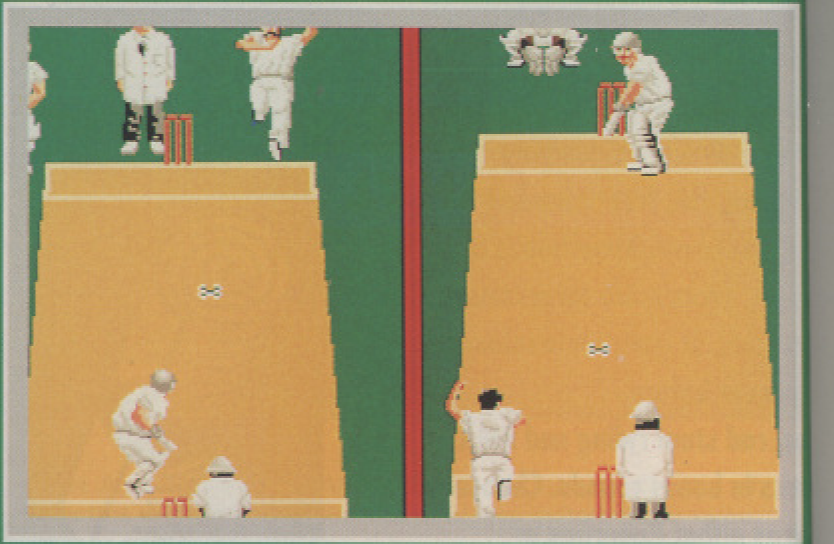
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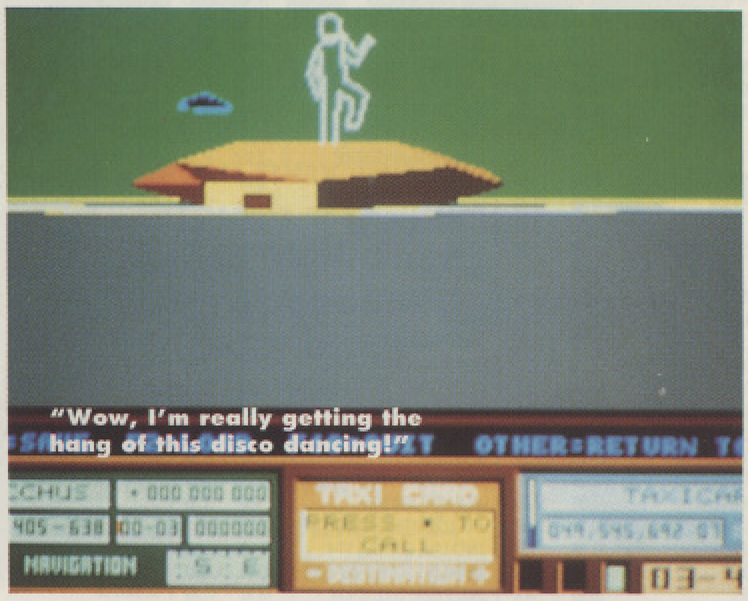


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MERCENARY III

David McCandless is well-renowned for his mercenary tendencies. This made him the ideal person to review the sequel to *Damocles*. It ended up as more than just a one-night stand...



"Wow, I'm really getting the hang of this disco dancing!"

You know those nightmares you have – the ones where everything is a bit weird. The ones where perspective is a bit off, and everything is made of Lego. Trees look like signposts, buildings are strangely empty and people look like cardboard boxes. If you've had a fairly decadent childhood, you'll know what I'm talking about. You also won't be too disorientated by the *Merc III* 'world' – as huge as it is weird. The playing area is not just a town, not just a city, not just a country, not just a planet, but a whole solar system – a good 4,000,000,000km in circumference, packed with 19 planets and 19 moons. What's more, you have complete freedom. You can do anything, go anywhere, meet anyone and say anything. There's public transport and taxis to mooch about in, there are spaceships and battle craft for interplanetary jetsetting, there are casinos, shops, TV stations, farms, monuments – Legoland.

This freedom isn't for your benefit – you're not a playboy, you know. You have a mission. A power-hungry politician, PC Bill, is operating an eco-unfriendly mining operation on the beautiful planet Dion. He's running for president of the whole system as well, and aims to turn all the planets into industrial sludge. He must be stopped. But how?

Just blow him up.
He's got his own heavily-armed personal army to prevent just such a tactic.

Okay then, sneak in and pop a few cherry bombs in his works.
Well yes, it's possible. His equipment isn't insured. But you'll need a huge explosive charge and a detonator. Tricky to locate in an entire solar system.

Alright then – tell the cops.
Feasible, I suppose, but you'll need to build a high, high, high security prison to thwart any rescue attempts by his minions, *and* you'll have to capture him.

I suppose I'll have to get myself elected in his place then.
You could. But you'd have to have intense media coverage and popular support. Tricky.
All these options are possible. The real man's tactic (going in guns blazing) only chugs up a mere 50%, while tarting yourself up for the TV voters gets 100%. I mean, come on.

WHAT'S WHAT

TITLE	Mercenary III
PUBLISHER	Novagen
FORMAT	ST/Amiga
PRICE	£29.99
RELEASED	Out Now



"Considered a facelift? Come to think of it, considered a whole new head?"

AMIGA

Macca: I'm going to tackle this part of the review in a 'relative newcomer to the *Mercenary* scene' tone. I brushed shoulders with *Mercenary 1* once, and I think I may have met *Damocles* at a party once. I was a bit drunk. Mind you, you have to be pretty drunk to get off with a computer game. And desperate.
Merc III for me, a virgin (as it were), was a mite surprising at first. Not used to moving about and having all sorts of objects flashing across my vision, it was like having a hangover, in a way. I clambered into a taxi and was surprised to find the rather crudely-drawn driver engaging me in conversation, dropping clues like peanuts. And then, before you could say 'polygon', I was in space! Jetting between the planets, with the rather crudely-drawn pilot chatting amiably to me. Very talkative, these polygons. Then, suddenly, I was facing my evil adversary, PC Bill, who looked like he was made of cornflake packets. He teleported me to another planet, where a not-so-chatty (but still crudely-drawn) taxi driver casually leeched away some of my 50,000,000 spondulicks. And that was in the first ten minutes.

I'd have to say that if you haven't snogged *Damocles*, or at least had a lame conversation about A-levels with *Mercenary*, then you could be out of your depth with *Merc III*. That's not to say it isn't accessible or playable. It's just that you won't have the necessary experience or street wisdom to make a dent in such a huge game. STOP

GRAPHICS	80	ADDICTIVENESS	89	OVERALL 89
SOUND	80	EXECUTION	89	

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WOLFCHILD*



It's Saul over for Wolfchild.

Patrick McCarthy was foolish enough to believe that he could play his way through a game called *Wolfchild* (Aa-wooooooo!) without everyone in the ZERO office howling every time it was mentioned. Poor, deluded person.

ZERO HERO

You (point, point) are Saul Morrow, Rodney Marsh lookalike and son of the world expert on genetic hybridisation, Kal Morrow. Guess what? Your father's been kidnapped by an evil organisation intent on using his Wolfchild *(Aa-wooo! Everyone in the ZERO office.)* knowledge for their evil ends.

You'd think these world-famous scientists would have learnt their lesson by now, wouldn't you? I blame the parents. If only they'd had a mother like mine: "Don't bother becoming the only person in the world who's an expert in something that will appeal to secret evil organisations, son," she said to me when I was a lad, "You'll only get kidnapped and forced to use your knowledge for evil purposes. It's just not worth it." I nodded, amazed at her insight. "Get a job in the glamour business instead," she added, "people will always want pictures of ladies with poor taste in underwear, and you'll never be short of work."

Anyway, you'd probably like to know a bit about the game, wouldn't you? *(It might help. Ed.)* As I was saying, Saul, left for dead by the evil organisation with the silly name who nabbed his father, reactivates his father's secret research programme, Project, er... Wolfchild *(Aaw-ooo!)* (damn), modifies his own genetic structure and cybernetically implants his body (presumably under local rather than general anaesthetic, otherwise he wouldn't be able to see what he was doing) to become a lycanthrope – a powerful psychic man-wolf with bad breath and a surfeit of hairy nipples. He then sets out to battle his way through five levels and over 300 screens of baddie-infested mayhem, using fisticuffs and psychic wolfie powers to free his father (and then write a computer game about it afterwards).

AMIGA A

Patrick: When you first load *Wolfchild (Aa-wooo! Everyone in the ZERO office.)* (Oh, give it a rest – this isn't a Mel Brooks film) the lengthy introductory sequence leaves you feeling a bit, er... unconvinced. Why go to all the trouble of an intro sequence if the drawings (especially of Saul Morrow) are so naff? As you probably guessed, it's yet another parallax-scrolling platform-type thing – the concept itself is not exactly bursting with originality (there are at least two other variations in this issue alone), so it has to have something special going for it to get any attention.

Luckily, though, the game is rather good, and certainly better than the intro sequence. The animation is okay and the backgrounds are quite atmospheric – the level three maggot-infested walls in particular caused some squeals and shrieks in the office, but I've always been a bit of a girlie. Once you get through the relatively straightforward first level, on top of Saul's aircraft, the subsequent levels are hectic trap-and-baddie-infested nightmares that will require all your reflexes (or both, if you're not particularly endowed in the reflex department) and patience to see you through. The second level has a peculiar touch, in that it seems to be chock-full of enormous testicles. The best advice I can give you is to punch them hard (this maxim can also be applied in everyday life – if confronted with a large testicle, whack it one).

There are vitality bonuses dotted liberally about the place – collecting them boosts your vitality to the point that you become, er... that thing with 'wolf' in the title that causes all the 'Aa-wooo-ing'. It's quite tough to maintain your wolf form, but if you do, you quickly find yourself able to utilise more and more powerful 'psi-powers', which you'll be grateful for when some of the nastier individuals decide that you spilt their pint. What more can I say? "Lawks a mercy, Meery Poppuns, it's a weal challenge, an' no mistake" (© D van Dyke, 1962).


A lady who cried "Wolf!"

GRAPHICS	ADDICTIVENESS	OVERALL
90	89	90
SOUND	**EXECUTION**	
80	90	

WHAT'S WHAT

TITLE	Wolfchild*
PUBLISHER	Core Design
FORMAT	ST/Amiga
PRICE	£25.99
RELEASED	Out now

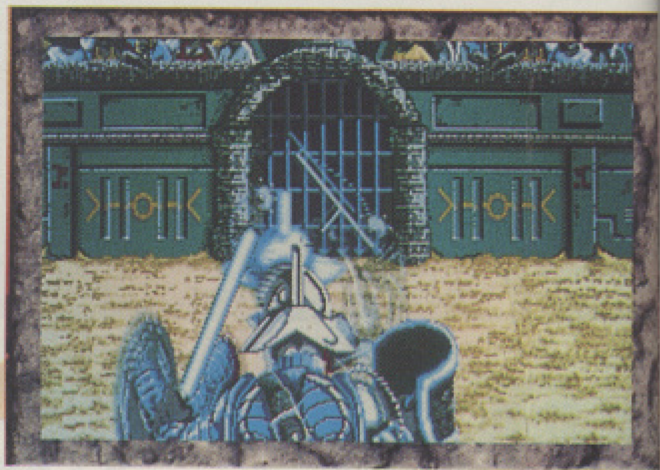
STOP

*Aa-woooo!

BAT II

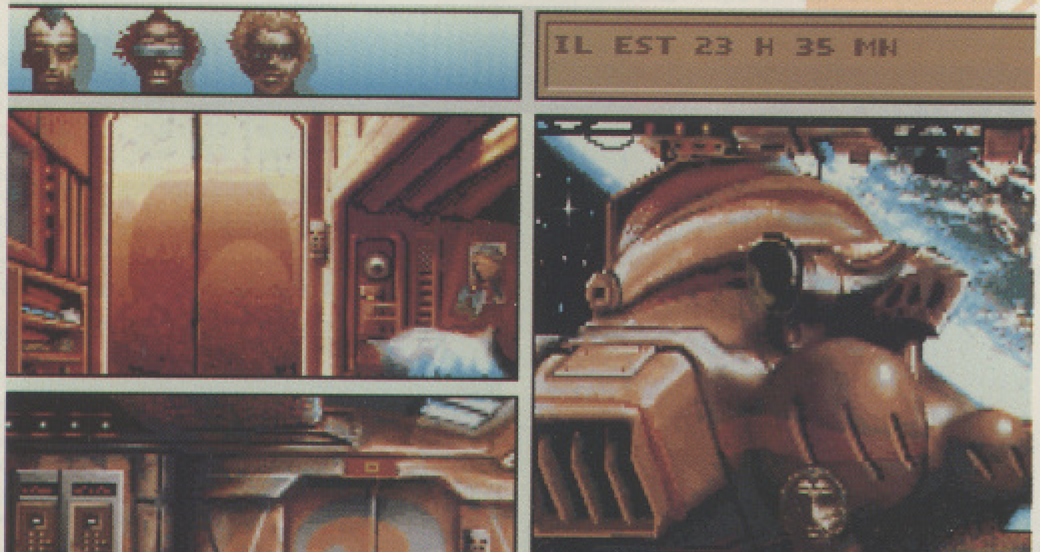
Friday night and *Amaya Lopez* was too tired to write a lengthy Under Wraps on *B.A.T. II*. All she wanted to do was blob around in front of *The Word* (just to see how crap Terry Christian could get). So she bribed the rest of the ZERO team with capuccinos, got them on the telephone conference line to Paris, and sat back to hear the latest news straight from the horse's mouth.

Remember *BAT*? The graphic adventure from those weird folks at UbiSoft? A game to be remembered, if nothing else, for its notoriety value. Who can forget the torrid sex scene mid-game? Er... well, we can actually. For the British games-playing public was treated to a toned down version – a quick bout of disco-dancing instead (boo, hiss). *BAT.* was a pretty massive success all over the shop, and that has led the Ubi's to develop a sequel, surprisingly enough called *BAT II*. We phoned them up to see how they were getting along – and to ensure that this time the UK wouldn't get a raw deal (hem, hem).



UbiSoft: UbiSoft, *bonjour*.
ZERO: Hello, is that UbiSoft?
Ubisoft: *Oui*.
ZERO: We'd like to talk to you about *BAT II*.
UbiSoft: *Naturellement*, we know 'ow much you love discos in England.
ZERO: Well er... actually we're not that keen. In fact, we don't really like dancing at all. Too loud, those places – unlike, er... bedrooms.
UbiSoft: So, *mes petits*, what would you like to know?
ZERO: Well, for starters, the original *BAT* was a sci-fi role-playing adventure of epic proportions. It was reminiscent of *Blade Runner* and seemed to have an unsual, innovative approach to this type of game...
UbiSoft: That's because we're a leetle bit weird.
ZERO: *Excusez-nous*. We have the memory of a goldfish.
UbiSoft: *Pas de problème*.
ZERO: We know that *BAT* dealt with the futuristic, sprawling city of Silenia, which was being held to ransom by two escaped convicts. Weren't they threatening to detonate bacteriological warheads or something? Anyway, you had to go and basically give 'em what for. Trouble is, we can't quite remember what *BAT* stood for, but we know it's not furry.
UbiSoft: *BAT* is evidently, 'ow you say, *une abbréviation* denoting the Bureau of Astral Troubleshooters.
ZERO: Blimey. Well, in *BAT II*, does the action also take place in Silenia?
UbiSoft:(*Tetchily.*) Don't you ever read your press releases?
ZERO: (*Lying.*) It's in French.
UbiSoft: But we go to *beaucoup de trouble* to translate them.
ZERO: (*Weakly.*) Well, it looks like French.
UbiSoft: Okay. Part two of the *BAT* saga takes place in a new, original world called Shedishan, which is a planet in the B8 system. But all ze action occurs in the capital city, Roma 2. The game begins when ze Confederation of the Galaxies has contacted the BAT because of the threat of the Koshan.
ZERO: Eh?
UbiSoft: The Koshan has an almost

Ecoutez et répetez (bleep!) "Lovely jubbly graphics, n'est-ce pas?"





complete monopoly over the planet's most precious material – Echiatone 21.
ZERO: Oh.
UbiSoft: Just think of it as being somezing that everyone would really want. Like gold or platinum.
ZERO: Or a K-Tel Buttoneer. Right – then what?
UbiSoft: Well the BAT sends one of their best agents – a belle mademoiselle called Sylvia Hadford, who poses as a wealthy securities holder in order to fool the Koshan. Unfortunately they try to kill her so the BAT has to send another agent, Jehan Menasis – who is you.
ZERO: Yikes! Will he actually have to, er... fight anyone?
UbiSoft: *Bien sûr.* As there are seven huge districts to explore, containing shops, hotels, bars, arcades (with three playable coin-op machines), offices and so on, you will meet enemies. You have the option to speak to people, ask them to join you, sell them or give them something, steal from them, or give them *un smack dans la bouche.* Also, there are techno-gladiators who you can fight in an arena.



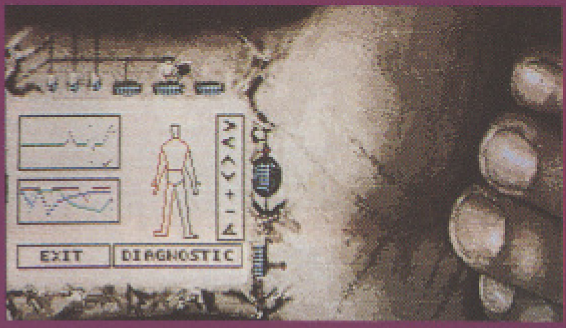
Ou est la dongle de ma tante?

All the girlies in the ZERO office: Oooh, lovely! Have they got big biceps?
UbiSoft: *Naturellement.*
ZERO: So it's a much bigger game than the original. But how do you, er... fight?
UbiSoft: Well, unlike the first game, there are animated arcade sequences with an infra-red view of ze baddies and an *à la Oppo Wolf*-style cursor. But if you prefer strategic fighting, you can choose the strategy option.
ZERO: Do you still have an inventory which shows you your weapons and other nick-nacks?
UbiSoft: You have an enhanced inventory which can be called up at any time using ze mouse button. It shows bullet-proof vests, food, a videophone... but no nick-nacks. You just drag the item you want to use or examine over the appropriate icon. *C'est facile.*
ZERO: We've seen some screenshots and we've got to admit that they look pretty smart. Some of the characters look like humans and others look a bit monkeyish. (*Fab. Dep. Ed.*)
UbiSoft: Yes, we think the futuristic graphics are the best we've ever seen! In total there are over 250 independent characters and over 1,000 animated objects! There are three races which inhabit the planet: the humanoid Romans, the Shedish (a highly evolved Simian race) and the Llyens (the Simian natives of the planet). You can also control up to four other characters, sending them on special missions to help out ze main character.
ZERO: But what about the sound? Isn't there some odd contraption?
UbiSoft: If you want any of those, you'd better go to the Moulin Rouge (ho-hi-ho-hi-ho). But with *BAT II*, you get a special sound card for the ST and Amiga versions. It's a leetle dongle, which you attach to your computer to make the sound even better. If you bought the original *BAT*, you'll already 'ave one to use in *BAT II*, and so will be able to buy ze cheaper version of the game. It's, 'ow you say, 'a bit of a barg'.
ZERO: (*Unimpressed.*) Hmm, we seem to remember that the agents in *BAT* had a computer implanted in their arm.
UbiSoft: *Oui, oui.* Ze Biodirectional Organic Bioputer (affectionately known as BOB) is still here, but now it's even better. It can translate many alien languages – but, er... not French (ho-hi-ho-hi-ho).
ZERO: (*Sulky.*) We more interested in the sim elements, actually.
UbiSoft: Sim elements? More sim elements than you can shake a *saucisson* at. There are four flight simulators and a driving simulator, one of which is a flying taxi. Anyzing else? We think *BAT II* is going to be *totalement ESMARTE*!
ZERO: We'd just like to add that over here in England we're really quite romantic. There's nothing we like more than an intimate sort of evening with a member of the opposite sex.
UbiSoft: *Très bien.* We'll send you a special tape of Sacha Distel. *Au revoir.* (Click.)

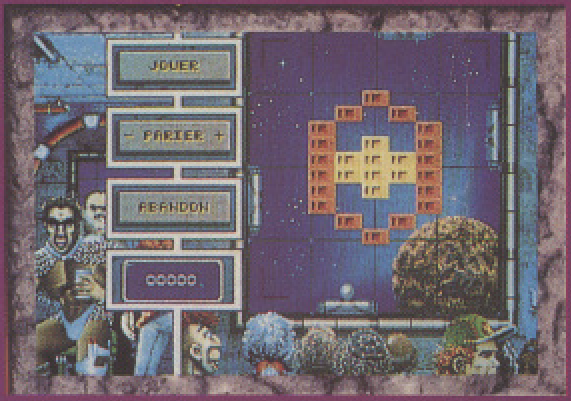
WHAT'S WHAT

TITLE	BAT II
PUBLISHER	UbiSoft
FORMAT	ST & Amiga/PC
PRICE	£34.99 with Sound Card, £30.99 without/ £34.99
RELEASED	Out now

BOB'S YOUR ONCLE



How'd you like it if someone sewed a psion organiser to your wrist?



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POWERMONGER
WWI EDITION

Electronic Arts/ST & Amiga/£14.99/Out Now

Dunc: Data disk alert, data disk alert! Do you feel like that about data disks? I'm not altogether sold on them, I can tell you. More of exactly the same and for quite a lot of money is how data disk gets translated on the planet I come from.

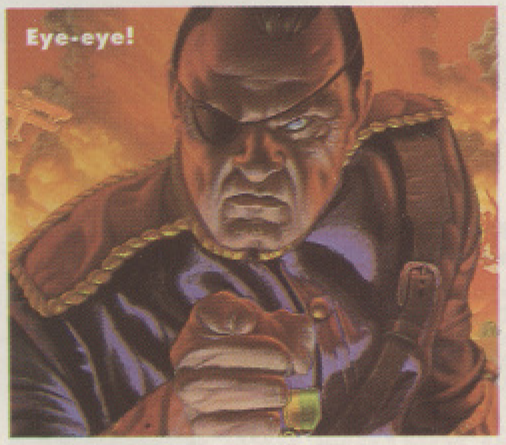
Still, *Powermonger WWI Edition* isn't just more of the same, because as well as having a whole new battle landscape to play on (a map of Europe – you can attack Wales), it's also got new weapons. And that's what we want really, isn't it – new weapons. New ways of killing the little people. In the original *Powermonger*, it was all brilliantly medieval, with pikes, swords, bows and arrows, catapults and cannon at your disposal. On this data disk, you can now play the same game but with rifles, biplanes or tanks.

Sounds good, eh? Modern armaments in a recognisable European scenario. But it doesn't quite come off, somehow. I was expecting the biplanes, once built and manned, to zoom off and swoop over enemy settlements, clearing the way long before the foot soldiers arrived. Not so. The planes move at the same speed as everything else – they're just harder targets for the enemy at the end of the day, just like the original catapults and cannons. The tanks are more convincing than the planes, the rifles are much like the original bows and arrows, and, er, that's your lot.



Well, it sure beats *my* birthday cake.

The WWI setting of the data disk doesn't work as well as the original scenario. I wish it did, but it doesn't. However, just like all other data disk reviews, I've really got to finish by heating up this old chestnut: if you can't get enough of the original game, buy the add-on. If you've had enough of the original, don't. It's predictable maybe, but it's true.



Eye-eye!

GRAPHICS	ADDICTIVENESS	SOUND	EXECUTION	OVERALL
90	90	80	85	86

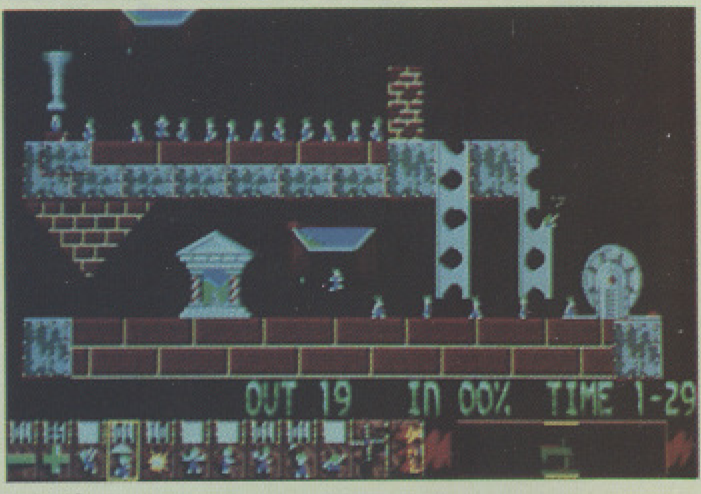
OH NO, MORE LEMMINGS!

Psygnosis/ST, Amiga & PC/£19.99 For Data Disk, £25.99 For Stand-Alone Version/Out Now

Toby: If you're one of the 4.6 billion people who thought that *Lemmings* was the most amazingly fantastic game ever, then you'll be more chuffed than Mr Chuff of Chufftown to learn than the data disk has finally arrived.

And yes, it's still the mongrel's dongles. Except for one thing – it's hard. Not hard like the original *Lemmings*. Not brick-wall hard. This is more like tungsten-and-titanium-reinforced-high-density-granite hard. But if, on the other hand, you still haven't played *Lemmings* and would like to know what it's all about, I shall explain. I could, of course, simply direct you to last January's issue for Tim's review *(And I could direct you to the dole queue. Ed.)*, but, er... right, in that case, *Lemmings* is essentially a save 'em up. It's your job to direct a legion of little green furry rodents to the end of a level. This can be done by getting them to dig, build bridges and blow-up (the latter generally being used to get rid of trapped or immobile lemmings). Doesn't sound too tricky? Well, judging by the level design, someone at DNA is slightly off their trolley.

The one thing that does come as a bit of a shock is the price tag. Twenty quid for a data disk is expensive by anyone's standards – even if it does buy you several nights' worth of entertainment. But, as anyone who's played it will tell you, if you enjoy staying up all night armed with nothing but a large mug of coffee, you'll lurve this too.



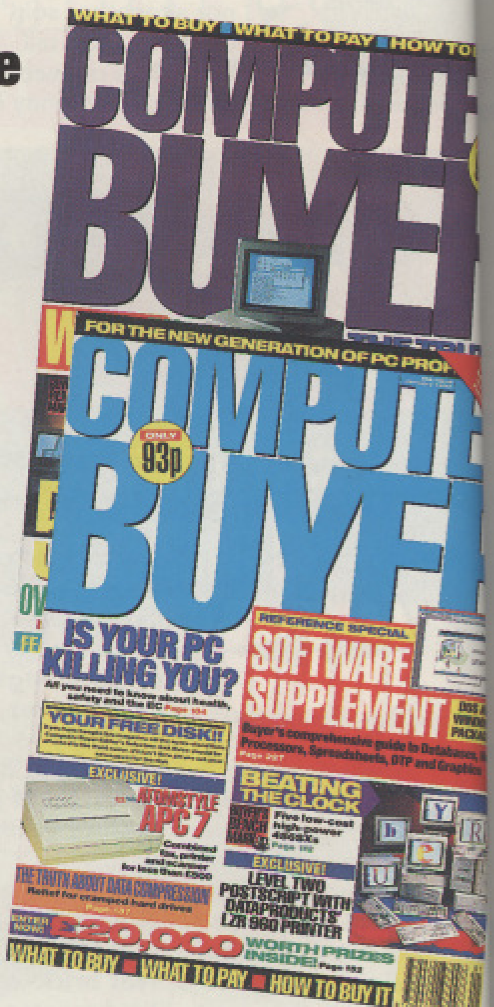
GRAPHICS	ADDICTIVENESS	SOUND	EXECUTION	OVERALL
87	90	86	88	86

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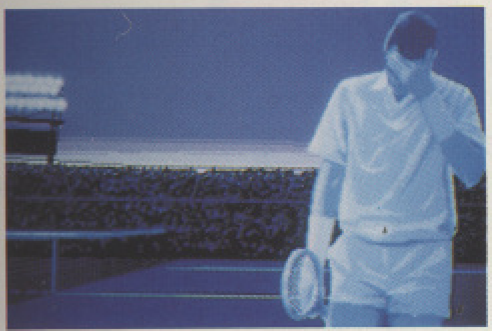
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CBZM

ADVANTAGE TENNIS

Amaya Lopez has always fancied herself as a sort of Mediterranean version of Steffi Graff. So we served her a copy of Infogrames' *Advantage Tennis,* to see if she'd get court out...



Ah, tennis. A game of balls, strawberries, barley water and old men in high chairs. A game which requires perfect co-ordination from the players and perfected head-swaying from the public. There's really nothing quite like it. (*Thank God. Ed.*) All those other snorey ball sports like snooker, golf and – horror of horrors – *bowls* aren't a patch on it. Only tennis contains the unique combination of elegant movements, rousing mating calls and bombastic commentary. And that's probably the reason there have been rather a few tennis games already, including the first rate *Tennis Cup* and *Pro Tennis Tour 2* (both from France). Now Infogrames has decided to add to the list with its new offering, *Advantage Tennis*.

Here you can choose grass, cement or clay courts, create your own tennis player with specialised strengths, and practice furiously before entering a tournament. There are four different types of player: your unbeatable creation who specialises in "between the legs" (ahem), predefined players, the computer (whose attributes can be changed) and, in a two-player game, your opponent's unbelievably crap contestant.

And then it's off to Wimbledon, Roland Garros, the Davies Cup – you name it, the world's your oyster. Or is it?

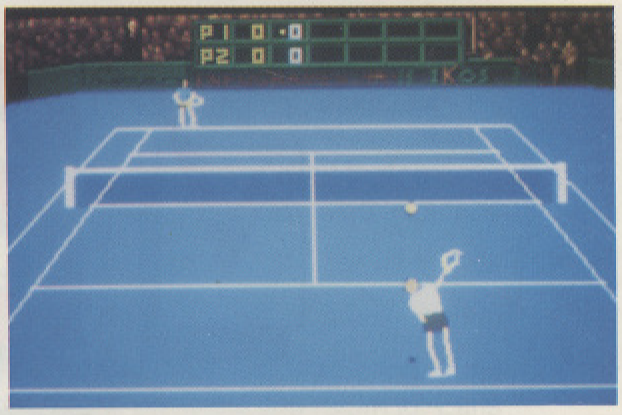
AMIGA

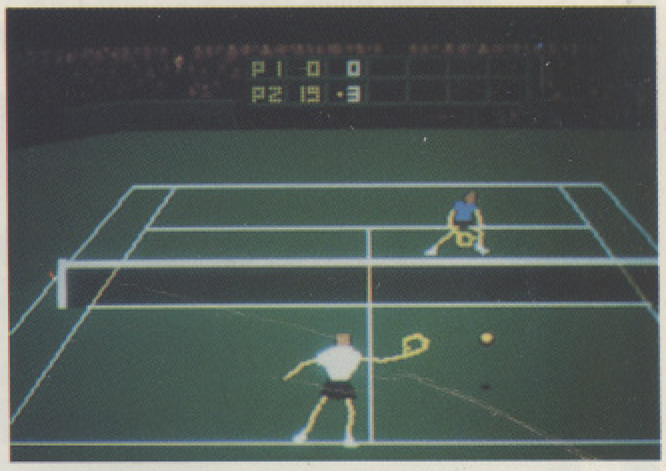
Amaya: As this is a French game, I was rather expecting it to contain some new contribution to the weirdness stakes, like topless ball girls or unnaturally busty umpires. Luckily, this was not the case, although it's rather irritating that there aren't any women tennis players, especially if you want to call yourself Steffi (you have to opt for Martina instead). Nevertheless, you do create your own player, blessing him with certain attributes – like a strong volley and serve, whilst depriving him of others – on a sliding percentage scale. The trouble here is that in the two player option, your opponent can choose his seeding, but yours is fixed. The manual recommends you "reach an understanding" – a tad tricky if your challenger resembles Hulk Hogan.

But onto the game itself. The graphics are very neatly animated, with bendy-toy players who duck, dive, lob, smash and, stomp on their rackets in frustration. However, the problems arise with the gameplay – somehow the sprites seem to have a mind of their own. No matter how furiously I moved the joystick, Martina just didn't respond quickly enough, and as I was consistently pitched against highly seeded players, I didn't stand a hope in hell. In addition, the players carry on chasing and hitting the ball long after you've stopped pressing fire – you can happily get your hair cut, go down the pub, consume a large doner and still return to find them merrily ping-ponging to and fro. Of course, the chance of your scoring any points is greatly diminished, but to be honest I didn't fare that much worse than when I was actually playing.

The usual options are there: the training, season and exhibition modes, with the opportunity to save your fave creations and watch an action replay of your last rally. In addition, there is a handy automatic zoom view for close to the net shots. Sadly, there is no 'havoc' mode where your player runs riot, insulting umpires and the public alike.

My main gripe, however, is the semi-assisted movement – you never quite manage to control your player properly, and this does nothing to enhance the realism. As for the sound effects, the noises of the racket and ball, the crowd and the moans of straining players are all here, but somehow I still didn't get that 'being there' feeling. In fact, I felt I wasn't really there at all, er... particularly when I went down the pub. All in all, this is a fairly average tennis game – I'm sad to say I couldn't quite find the 'advantage'.







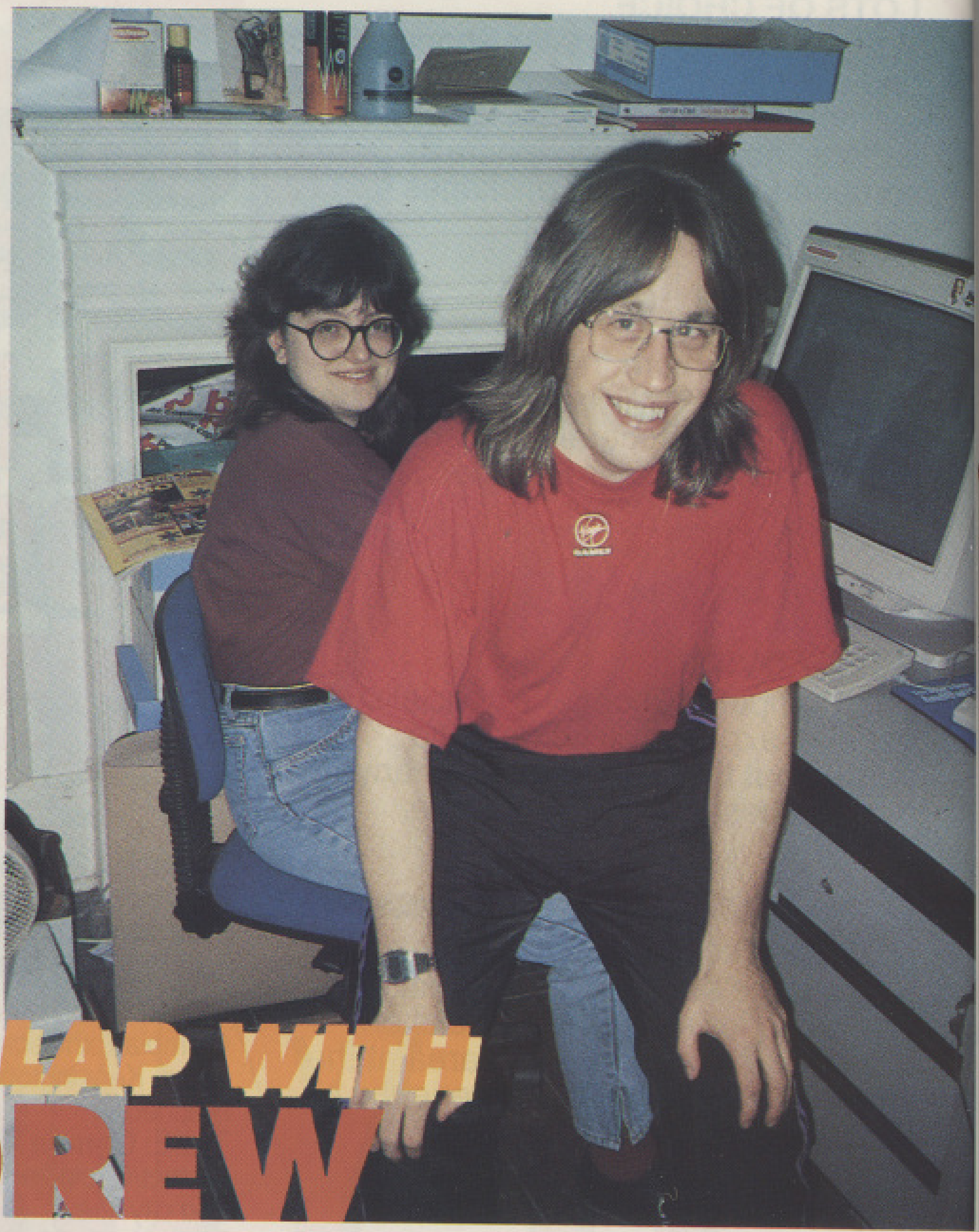
WHAT'S WHAT

TITLE	Advantage Tennis
PUBLISHER	Infogrames
FORMAT	ST & Amiga/PC
PRICE	£25.99/ £30.99
RELEASED	Out now

GRAPHICS 86 ADDICTIVENESS 75
SOUND 80 EXECUTION 78
OVERALL 77

STOP

We were really stumped for a location for this month's ZERO interview. As we've used up every conceivable area of the ZERO office, we decided to invade the plush *Game Zone* suite, where we found a suitable place...



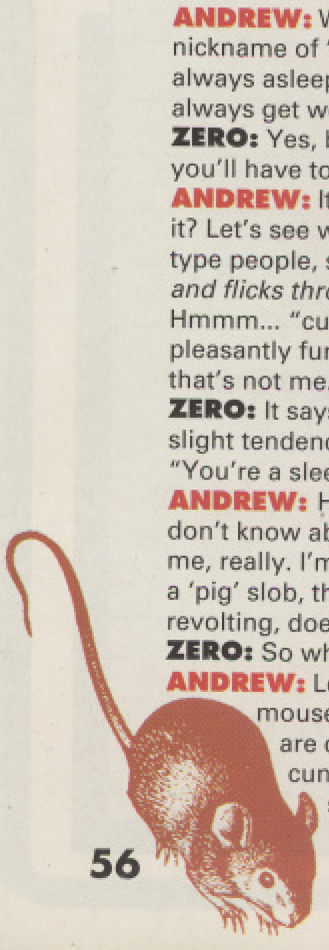
FOREWORD

ANDREW: So what are we going to do, then?
ZERO: Er... we've got a book here called *PSI: Psychology, Slander And Intuition*. It's crap, but...
ANDREW: But?
ZERO: Well, it says this on the cover: "The exciting new personality assessment that reveals what you think about people and what they think about you..."
ANDREW: And?
ZERO: "And what you think about yourself."
ANDREW: I see. (Sigh.) Okay, I'm game.
VIV: hope you're not going to be too long on my lap – I'm busy.

ON VIV'S LAP WITH ANDREW BRAYBROOK

CHAPTER ONE

ZERO: Here goes: "If you were an animal, which of the following would you be: an elephant, a horse, a mouse, a pig, a snake, a lion or a deer."
ANDREW: Well, I've actually got the nickname of 'Cat' at home, because I'm always asleep. When anybody phones, I always get woken up.
ZERO: Yes, but there isn't a cat, so you'll have to go for something else.
ANDREW: It's not a very good book, is it? Let's see what it says about mouse-type people, shall we? (*He cheats a bit and flicks through the answers.*) Hmmm... "cute and cheeky with pleasantly furry bodies. Heh, heh. No, that's not me."
ZERO: It says here that you'd have a slight tendency to preen and be busy. "You're a sleek, Edwardian bank clerk".
ANDREW: Heh, heh, heh. Weeeeeelll... I don't know about that. Preening – it's not me, really. I'm more of a slob – not quite a 'pig' slob, though. It says pigs are revolting, doesn't it? I'm not revolting.
ZERO: So what are you going for then?
ANDREW: Let's take a look at the mouse again. Ah, it says "Mice are clever, nimble and cunning." Yeah, I think I'll stick with the mouse.



CHAPTER TWO

ZERO: Oh. This is much the same as the first one, really. You've got to decide which place you are... Sydney, Barnsley, Beirut, Costa Del Sol, New York, Monte Carlo, Kuala Lumpur, Brussels, Rio de Janeiro or Paris.
ANDREW: Well, not Beirut. How can a *person* be Beirut? A total wreck, maybe?
ZERO: Well, this book seems to be a bit obvious, so that's what it probably says. Yes, look – "Riddled with conflict".
ANDREW: I suppose a 'Paris person' is someone who wears a beret and has a string of onions over their shoulder.
ZERO: Probably. The bloke who wrote this has a PhD, a Diploma of Psychology and an FBPsS, and we know how much that means, don't we? Never mind, pick one anyway.
ANDREW: Well I *would* say Belgium, but they're not very 'in' at the moment are they, the Belgians? There are loads of jokes about them – heh, heh – and I'm sure they're all true. Er, where's Kuala Lumpur, by the way? The Far East somewhere?
ZERO: Dunno.
ANDREW: (*Studies the list again.*) Not Sydney. (*Studies the list yet again.*) I do quite like the sound of Kuala Lumpur, actually. What's it say?
ZERO: Kuala Lumpur... ah, here it is: "You exude an exotic quality, but..."
ANDREW: Hey, look – it says "No-one actually knows where Kuala Lumpur is, and the same can be said about you. You are a mystery wrapped in an enigma; a shadowy figure whose personality baffles and intrigues everyone around you." An enigma, eh?
ZERO: So are you going to go for that, or do you want to pick anoth...
ANDREW: No – I'm going to stick with Kuala Lumpur. Heh, heh.

CHAPTER THREE

ZERO: You've probably guessed what's coming, because this one's pretty much the same. You've got to pick a drink.
ANDREW: Mmm... let's see the choices: a snakebite, 110° proof Polish pure spirit, a full-bodied Claret, Champagne or lager. (Sigh.) Well, I'm not a lager lout, so we can forget that one. Hmmm... tricky, tricky. More choices, please... I'd put a nice pint of real ale on the list if I was allowed to. (*But he's not, so he studies the list for a while.*) Oh, go on – what's it say for lager, then?
ZERO: "You like nothing more than a night at a club called Bonkers or Blazers. You wear a medallion and..."

ANDREW: No, no, no, no, no, no! What's 110° proof spirit say?
ZERO: "There's an air of desperation, world-weariness and existential gloom about you..."
ANDREW: I quite like that. Carry on.
ZERO: "If male, then you're fatally attractive, in a lugubrious sort of way, and at risk of becoming paranoid..."
ANDREW: I'm not at *risk* of becoming paranoid, I *am* paranoid. Heh, heh. Nah, forget that one. Hmmm... I'm not a full-blooded Claret either. No, I don't really fit any of them – I'm going to have to make my own up.
ZERO: Oh, alright then. And a description to go with it?
ANDREW: Okay. I'll take my way around all the optics in the pub. No, on second thoughts, it'll have to be something boring. A bottle of white wine. Yeah, I'll be a bottle of German white – boring, but reliable.



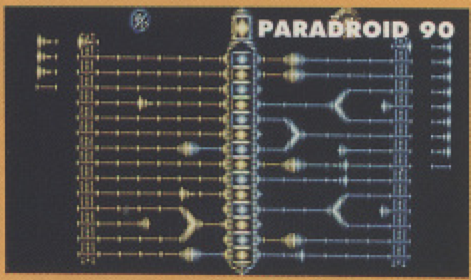
ANDREW BRAYBROOK 16-BIT SOFTOGRAPHY

SOLO PROJECTS
Rainbow Islands
Paradroid 90
Fire And Ice

JOINT PROJECTS
Iron Man
Simulcra
Realms

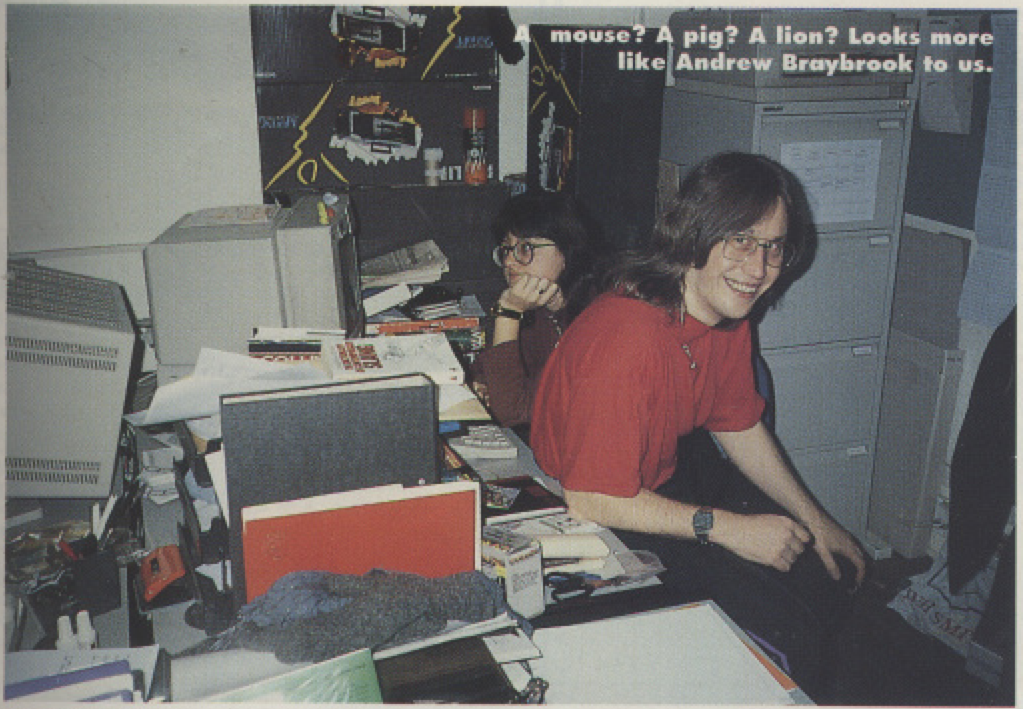


RAINBOW ISLANDS


PARADROID 90

CHAPTER FOUR

ZERO: Here we go – parts of the body. That's more like it! You can have feet, hands, nipples, genitalia or head.


A mouse? A pig? A lion? Looks more like Andrew Braybrook to us.

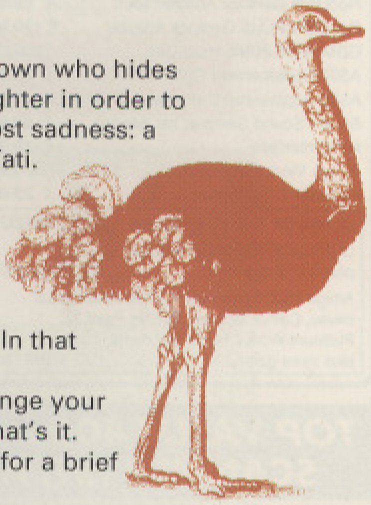
ANDREW: (*Almost instantly.*) Head.
ZERO: Head, eh? You're playing safe, aren't you?
ANDREW: Yes. Head.
ZERO: Here it is: "If male, you are over-conscious of your superiority."
ANDREW: Heh, heh, heh.
ZERO: And it says you're going to become the next Fred Housego.
ANDREW: Genitalia would have been more apt for Fred Housego.
ZERO: He is a bit of a prick. Do you want to know what the book would have said if you'd chosen genitalia?
ANDREW: Yes, why not. (*He suddenly spots one of the entries in the 'nipple' section.*) Look: "To be described as a nipple is a very serious business indeed." Who could argue with that? Heh, heh, heh.
ZERO: Here we are. Genitalia: "You're very giving, highly creative and admirably generous, and the fires of existence burn strong and bright within. You are Earth. You are God." You should have gone for that one really, shouldn't you?
ANDREW: Oh well, never mind.

CHAPTER FIVE

ZERO: It's plants. Here's the list: sunflower, venus fly-trap, poison ivy, weeping willow, pansy, carnation or moss.
ANDREW: Well I don't think we'll have *Pansy,* somehow. Heh, heh. Carnation, I reckon. I'm quite decided on that one actually.
ZERO: Let's see then. Carnation: "Ritzy..."
ANDREW: That's me...
ZERO: "A ritzy quality surrounds you. You stand alone, a single stem in a slender crystal vase. You always add a touch of style to wherever you are..."
ANDREW: Heh, heh. I don't think I add a touch of style to *anywhere* I go. No way. Heh, heh, heh. What does 'moss' say?
ZERO: Er... "If male, you are aspiring to run the TUC."
ANDREW: And of course most people *dream* of running the TUC. Heh, heh. No, thanks. What do all the other ones mean?
ZERO: That'll take for ever. You've got to decide now, because we're running out of room.
ANDREW: Er, er... er. Oh, alright – I'll be some moss with a bit of carnation thrown in for good measure.

CHAPTER SIX

ZERO: We're onto birds: chicken, eagle, sparrow, swan, vulture, ostrich or pigeon?
ANDREW: With space so pressing, I'll just go for ostrich.
ZERO: "Gawky and only variably in fashion..."
ANDREW: Uh-oh.
ZERO: "You are a clown who hides behind a mask of laughter in order to conceal your innermost sadness: a Chaplin or a Jaques Tati. You do daft things to make people laugh, but only succeed in making yourself look a bit of a berk."



ANDREW: Oh dear. In that case...
ZERO: You can't change your mind now, because that's it. We've only got room for a brief resumé.
VIV: About time. I've got work to do.

AFTERWORD

ZERO: Andrew, we've collated the answers and put together a character outline for you. Does this sound uncannily familiar or what? "Andrew Braybrook is a cute and cheeky Edwardian bank clerk with a pleasantly furry body. He's a shadowy but slightly paranoid enigma who cunningly baffles everybody with his non-exotic qualities. Andrew lives his gawky life in a gloom of world-weary existentialism and is boringly reliable, but he's also ritzy: a single stem in a slender crystal vase. He wants to run the TUC and is only variably in fashion."
ANDREW: Some bits are very close and others are well wide of the mark – but I'm not saying which. Let's get back to the mouse. Nimble and cunning. I'll go with the mouse.

**Book extracts courtesy of Souvenir Press Ltd.*
***Comfy lap supplied by Vivienne Nagy, Production Editor, Game Zone magazine.*



Once again we bring you the indefatigable *Doris Stokes*, queen of the coin-op, doyen of the dosh eaters, denizen of... well, Peckham-On-Rye, actually. So it's over to you, Doris...

RIM ROCKING BASKETBALL

SNK



Welcome, sports fans, to the first half of this month's sporting double bill. This basketball sim is not too dissimilar to *Major Title,* in that it could easily have been a home micro or console version of the sport. In *Rim Rocking Basketball* (catchy, eh?) you can choose to play three or five-a-side, against the computer or against another punter.

Whatever game you choose, it always has the same format. You run up the pitch (*Basketball's played on a court, stoopid. Ed.*) when attacking your oppo's basket, and down the field (*COURT! Ed.*) when defending your vulnerable little ring of string. When you're attacking, you can pass or shoot, and when you're defending you can jump or, um... jump in a slightly different way – I haven't quite figured this bit out yet, to be honest. Just like the real thing, a game of *Rim Rocking Basketball* involves both teams rushing headlong from one end to the other attempting slam dunks, rim shots and three pointers and running up huge scores. There's a commentator with an annoying American whine who gives a running account of how the game is going, and when a player scores a high number of baskets his picture flashes on screen.

To play a full match is quite expensive, but unless you're playing a chum, save your cash – the computer is just too tough, even on the amateur level. And that's about it, really. *RRB*'s a fairly ordinary arcade sportster, worth a bash with a friend if you're feeling a bit basketbally. (*Basketbally – whaaaaat?! Ed.*)



XEXEX

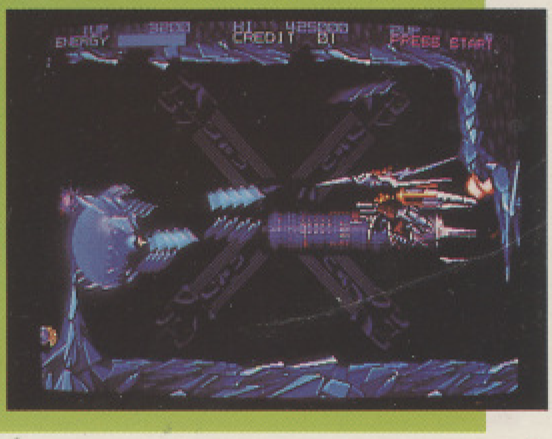
Konami

Konami's *Xexex* (however you pronounce it) is guaranteed to take you straight back to the classroom. To the biology lab, to be precise, where molecular structures jostle with DNA strings and the like. Confused? So you should be, as it's difficult to see the link with a horizontally scrolling shoot 'em up, *R-Type* style.

Xexex is chock-full of mechanical spiky beings and large coloured groups of molecules – all of which combine to bring you some varied action, great atmospheric graphics and bags to shoot at. As far as the action goes, it's all pretty standard stuff. Left-to-right scrolling, pick up extra weapons as you go and let rip at everything flying towards you.

One or two different touches are heavily reminiscent of *Alien*, the movie. Other than the wonderful graphics, you're constantly being hassled by three-pronged aliens, who home in and attempt to wrap themselves round the nose of your craft in a very predatory style. But don't treat them like baddies – these are, in fact, the good guys and once they've given you the Klingon treatment you'll be equipped with super duper extra power of mammoth proportions. A touch of the fire button gives you huge resources of electricity to whizz across like a lightning bolt to zap the baddie.

Next is the molecule level, where the enemy is no less dangerous for all its coloured balls and soft, gentle appearance. Strange to have so many different styles of graphic in one game, but it does work. The action's hard and fast, the rousing sound keeps your trigger finger firing and the aliens just keep on coming. If you're a fan of the traditional shoot 'em up, then you won't be disappointed. A damned good blast!



THE SCORE

You'll be pleased to know we've kept the ratings pretty simple here in Dosh Eaters. The overall mark – out of five Space Invaders – shows our *general* response to the game, not just a reflection of the graphics or playability. For example five Space Invaders indicate a mega game, while a single alien – well, er, a bit of a duffer...

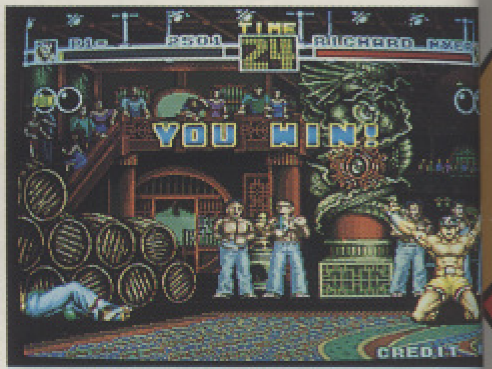
FATAL FURY

SNK/Neo-Geo

If you're into *Street Fighting,* you might enjoy this. It's a traditional beat 'em up played in a one-screen width arena against massively outsize opponents. If you're into getting a thrashing, being KO'd and stomped on, then go ahead, be my guest.

The story goes along the lines of: "Andy and Terry are brothers. They want to take revenge for their father's defeat, so they enter the tournament to beat Geese." Geese – could this be a dodgy Japanese translation? The tournament gives you the choice of three players and a number of opponents, who you have to get the best of over three rounds, before moving on. Needless to say they get harder, meaner and have more dirty tricks up their sleeves the further you go. You can choose your location (wow!) to add a bit of spice to a pretty dull game.

Punching, kicking, throwing and a combination of all three are the moves



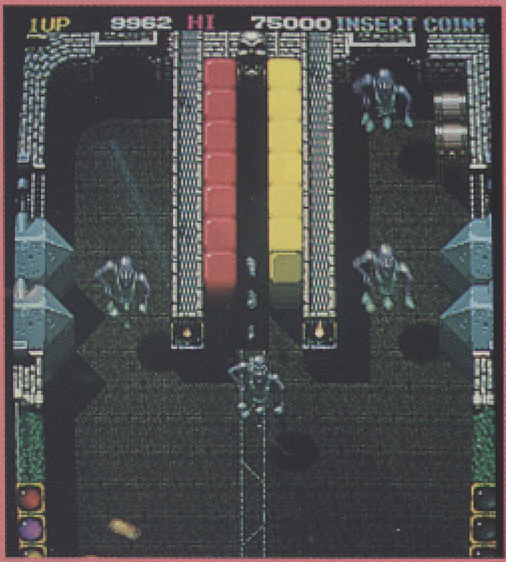
at your fingertips. Jumping up and over your opponent and turning in mid-air to attack on landing is a particularly useful ploy. Unfortunately, it happens all too rarely. Nothing leaps out of *Fatal Fury* to lift it above the hundreds of other beat 'em up games on the market. Average.

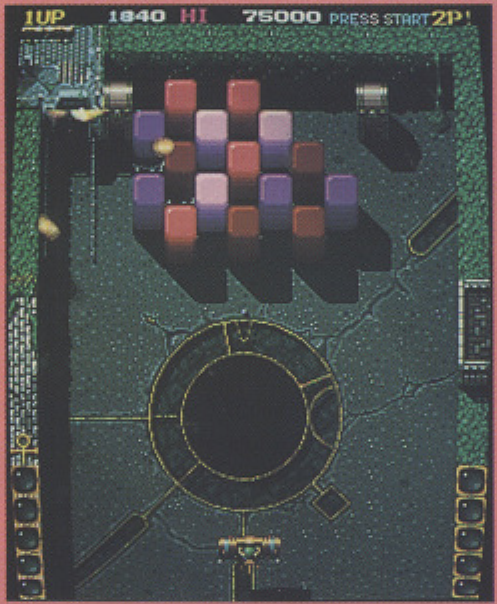
GHOX

Toaplan

The revival of *Break-Out* continues with Toaplan's latest offering, *GHOX.* A bat and ball game, for one or two players, you'll need two sets of eyes and the reflexes of a jet fighter pilot to get through this one. Take control of your paddle, press the fire button and two balls shoot up the screen to career off blocks and drums. When they eventually bounce back, you have to move your paddle left or right to catch and bounce them up the screen again.

GHOX is one of those irritating games where just a nudge in the wrong





direction – a mere flick of the wrist – sends the paddle zooming out of control and causes you to miss the ball. And once it's gone past your paddle, it's out of the game and you're on the way to 'losing a life'. The longer the ball's in the air, the more damage it does at the top of the screen – bouncing off blocks, destroying them and releasing coloured spheres, fairies, bags of money and various other bonuses.

Catch all of these as they fall towards you and you'll be given such exciting additions as increased paddle size, extra speed and extra lives. And that's about it. Oh, I forgot – the longer you keep one (or even both) balls going, the faster they move.

This makes it even more difficult and frustrating for you. I can't think why I like this type of game, as they are soooo annoying, they eat up so much dosh, and they make me MAD!!! They're stupid, frustrating, addictive... okay, just one more go...

Due to a 'wrong cartridge in the cabinet' mix-up, the game Doris Stokes reviewed in the January issue of ZERO was not *GHOX* at all. Doris would like to apologise for any confusion this may have caused. Anyway, er... this is definitely a review of the REAL *GHOX*... honestly.

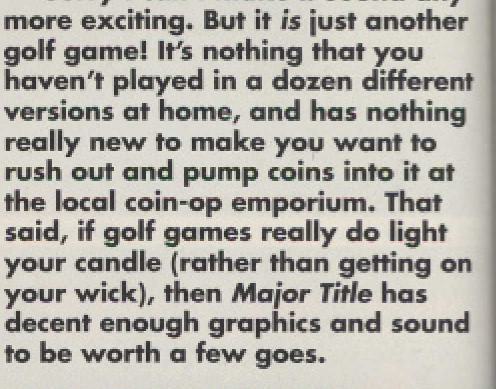
MAJOR TITLE

Irem

Yes, we're back – it's part two of this month's athletic double-header, with Irem's golf game, *Major Title.* If you've played any golf sim, from *Leaderboard* onwards, on any home micro or console in the last few years, then you'll know what to expect from *Major Title.* The tournament that you're in puts you up against computer players like I Ouisnam, S Baletero and T Keite (pretty familiar names there, eh, golf fans?).

The game follows the tried and trusted golf game format – y'know: power meter, spin meter, club selection and direction. You decide what shot to play, depending on the terrain and weather conditions, and then press the button when it's in the middle of the spin meter.

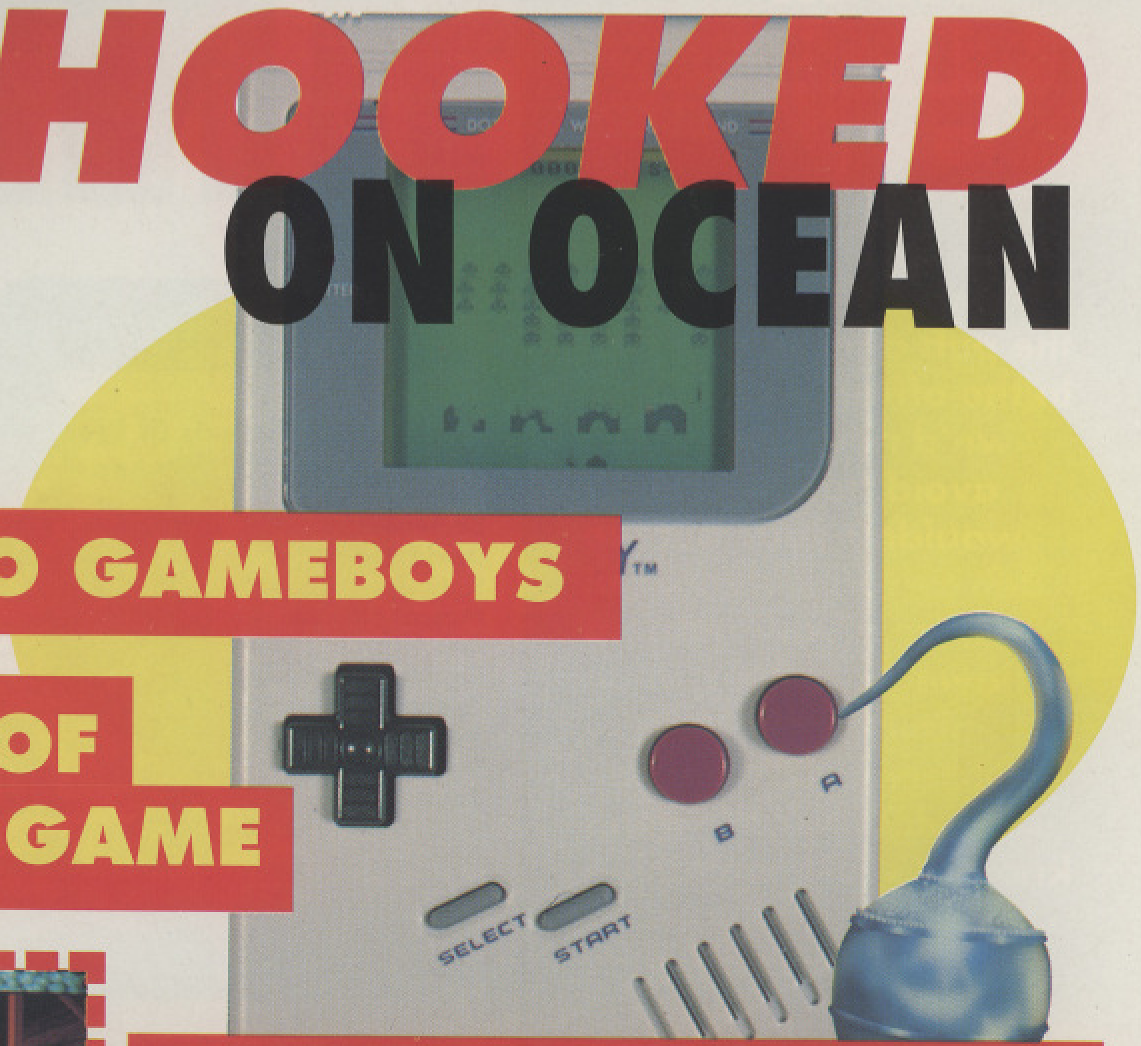
Sorry I can't make it sound any more exciting. But it *is* just another golf game! It's nothing that you haven't played in a dozen different versions at home, and has nothing really new to make you want to rush out and pump coins into it at the local coin-op emporium. That said, if golf games really do light your candle (rather than getting on your wick), then *Major Title* has decent enough graphics and sound to be worth a few goes.



COMPO

WIN! WIN!! WIN!!!

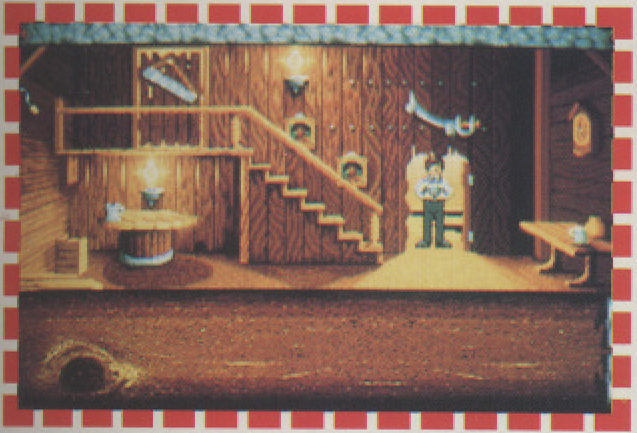
HOOKED ON OCEAN



5 NINTENDO GAMEBOYS

15 COPIES OF *HOOK*, THE GAME

ALL COURTESY OF OCEAN



What a weird world we live in, eh? And the weirdest place in this weird world has got to be Hollywood – home of the movies. It's also, of course, the place that software companies head for when they're looking to pick up a good film licence. Which brings us onto the subject of this rather fab competition – Ocean's up and coming licence, *Hook* (exclusively previewed on page 18). The new Steven Spielberg movie, starring Dustin Hoffman, Robin Williams and Julia Roberts, won't be hitting a silver screen near you until April, but you've got the chance to win a great prize *right now*.

SO WHAT DO I DO?

● Well, in keeping with the wild 'n' wacky tradition of Hollywood, we'd like you to do something really bizarre. According to our newshounds in Los Angeles, during the filming of *Hook*, a special assistant was assigned to Julia Roberts, who plays the part of Tinkerbell. His job was a highly-paid one – his salary was apparently somewhere in the region of $2,000 a week. So what was his task? Make-up technician, stunt-man, gopher? No – he was employed, full-time, to clean her feet!

Bearing this in mind, we want you to prove to us that your feet are weirder than Julia Roberts' tootsies. We want you to send us photographs of your own feet – the stranger they look, the better the chance you have of winning one of the brilliant prizes on offer. You've got ingrowing toenails? Great. Horribly deformed toes from wearing shoes too small for you? Even better. If you've got a couple of really nasty pieces of work dangling on the bottom of your legs, we want to see 'em. The photos will be scrutinised by our expert panel of foot fetishists, with the weirdest pairs winning the prizes – you may even see your tootsies in print (if we feel they're fit for general consumption). So what are you waiting for? Get your boots off and start snapping!

WHAT'S IT WORTH?

● Well, those extremely generous bods at Ocean have promised to stump up five Gameboys. Not only that, but each one comes complete with its own copy of *Hook* – the Gameboy version. So the lucky winners can exercise their weird feet while playing their favourite computer games! And that's not all – ten winners-up will get their hands on a copy of *Hook* (on any format) and a fab *Hook* goodie bag, filled with, er... lots of *Hook* goodies.

WHERE DO MY FEET GO?

● Let your fingers do the walking by popping your pics in an envelope, along with your name, address and computer format. Then hotfoot it down the post box and mail it to: **My Feet Would Put A Werewolf's Paws To Shame Compo, ZERO, Dennis Publishing, 14 Rathbone Place, London W1P 1DE**.

Rules

● Any employees of Dennis Publishing or Ocean Software caught entering this competition will be given the boot and told to toe the line.

● The Editor's decision is final – he should know, he suffers from foot and mouth disease.

● We've got to put our foot down and insist that you get your entries in by 31st March 1992.

UNDER WRAPS

INTER

Whenever we go out to the pub after a long day in the office, you'd think we'd relax and try to avoid 'talking shop', wouldn't you? But we don't – funnily enough, we always end up having a conversation about Interplay, the Electronic Arts affiliate label. Why? We don't know, it's just something that always happens. Take last Friday evening, for instance...

THE CAST
David, Amaya, Martin, Cuj, Rebecca, Catherine, Patrick, Dunc, Macca.



"Hello, I'm Buzz Aldrin and I was the first 'right on' man on the moon. What's more, when I returned, I didn't go completely bananas."

SCENE ONE

Inside The Marquis Of Granby, standing at the bar.

Bartender: Hello, are you being served?
David: No, not yet. Er, I'll get this round. Eight snakebites please.
Macca: Brilliant. I'll have the same.
Cuj: And me.
Patrick: And me
Catherine: And me
Amaya: And me
Duncan: And me
Rebecca: And me
Bartender: That'll be £100 please.
David: Oh no!

SCENE TWO

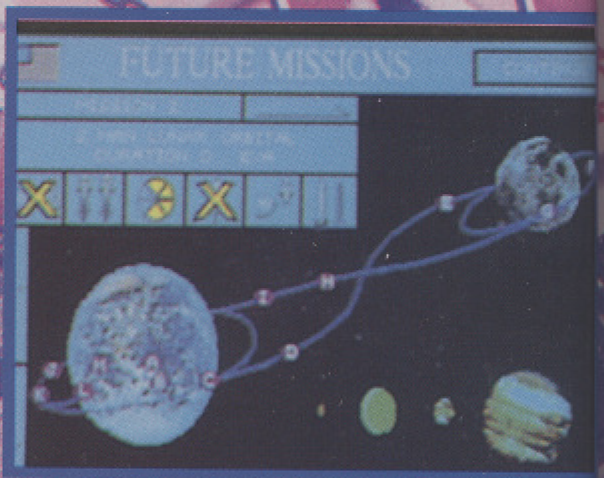
In The Marquis of Granby, sitting at a table.

David: *(Slurp.)* Did you know that Interplay have got hold of the Omar Sharif licence?
Everybody: You're joking! Omar Sharif? What on earth are they going to do with that one?
David: They're tying it to a bridge simulation, to be called *Omar Sharif On Bridge*, would you believe?
Macca: *Omar Sharif On A Bridge*? That sounds boring. *Omar Sharif With Lots Of Guns* would be more my sort of game – attacking loads of people and killing them with dum-dum bullets. What's he doing on a bridge?
David: No, not Omar Sharif on *a bridge*, you idiot, Omar Sharif *on bridge*. It's a cards simulator, with sampled speech.
Macca: No blood then?
David: Come on, who needs blood when the players are given options to explore extensive 'what if?' scenarios, and are able to 'take back' and 'rebid' at will.
Amaya: It sounds very interesting. Is there a tutorial mode?
David: Apparently, yes. And guess what? You'll not only be able to select from several types of card decks, but even choose different surfaces on which to play.
Macca: Concrete?
David: Beize, I should imagine, and maybe mahogony or teak. But probably not concrete, no. Pass the peanuts please, Rebecca. Oh, and the crisps.

SCENE THREE

Still at the table, with everyone well into their second snakebite.

David: Talking of licences, I hear Interplay have secured Buzz Aldrin's.
Rebecca: Buzz who?
David: Buzz Aldrin, an astronaut geezer. He's famous for being the second person to set foot on the moon.
Rebecca: What's so good about being the second person? Who wants to be *second*? What a loser.
David: Buzz was meant to be the *first* person, but just before he was going to climb down the ladder, Neil Armstrong pulled rank on him and took all the glory for himself. What a bast, eh?
Amaya: Why didn't Interplay go for the Neil Armstrong licence?
David: I dunno, maybe they felt sorry for Buzz and didn't want to rub more salt into his wounds.
Duncan: I read somewhere that Neil Armstrong has gone totally bonkers now. Insane. Mad as a moo-cow – the



rocket's on the launching pad but there aren't any astronauts inside.
Amaya: I'm not surprised. Once you've been to the moon, what else is there to do? Get a job in Tesco's?
Macca: You could do some killing...
David: Mmm... but to get back to the point, Interplay's *Buzz Aldrin's Race Into Space* is a simulation of man's greatest adventure – the race to the moon...
Cuj: Which Neil Armstrong won, even if he did 'go on vacation to Funnyland'.
David: You're splitting hairs. Anyway, in the game you can play the USA or the USSR, and you have to plan and direct every conceivable space mission: orbitals, sub-orbitals, manned and unmanned flights, duration records, lunar fly-by's, lunar landings and even emergency space rescues.

PLAY TIME

Macca: Is it a joystick-waggler in which you rescue a kidnapped chick?
David: Of course it isn't. It's a sophisticated strategy game with digitised photographs and a full music score.
Macca: But no blood.
David: No blood. Where's the toilet?

SCENE FOUR

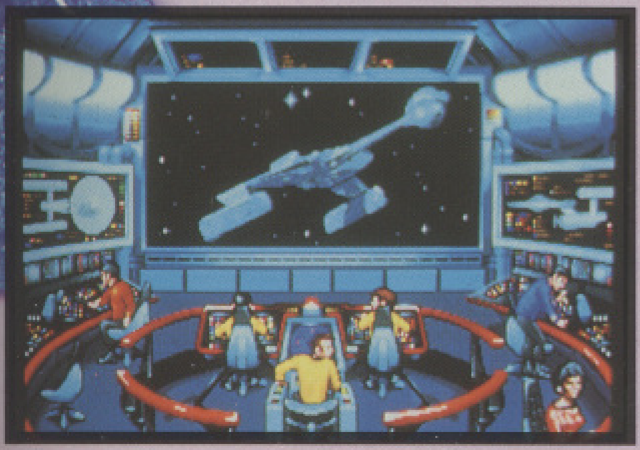
Still around the table, with rowdy pub noise in background.

Catherine: I'll tell you what I wish a company like Interplay would bring out – a disk full of handy utility programmes.
Patrick: What sort of utilities would an art person like yourself be interested in?
Catherine: Oh, spreadsheets, database programs, some sort of modem communications jobby... a thing for transferring files, a DOS shell program, a text converter... that kinda thing. But all on one disk.
Amaya: Ha, ha, ha. Guess what! *Dvorak's Top 30* is exactly that.
Catherine: Whose top what?
Macca: *Dvorak's Top Death Killing Frenzy Sim.* Hur, hur.
Amaya: John Dvorak is a world famous computer journalist, and there's an Interplay compilation disk of his all-time fave shareware programs. 30 of the basts – all the things you asked for and loads more.
Catherine: Excellent, I'll remember that. It's my round. Snakebites everybody?

SCENE FIVE

Still at the table, rather pissed now – every now and again, someone slides off their chair.

Cuj: *(Hic.)* Let's shing a shong. "I met my love... by the gasworks *(hic)* waaall..."
David: I don't know that one – let's shing the *Star Trek* theme music. *(Hic.)* "Daaaa dee daaaaa – da da da da daaaaaa..."



Amaya: That reminds me, Interplay are doing a *Shtar Trek* game.
Rebecca: *(Hic.) Shtar Shtreck.* Tee, hee.
Amaya: It recieved outstanding praise at last June's CES show in Chicago.
David: Hey, I was there. *(Hic.)* "It's my kinda town, Chicago is... my kinda town"
Rebecca: What ish it, the *Shtar Trek* thing? A role-playing game?
Amaya: Yesh – fused with a realistic 3D space flight simulator. It's a galactic jaunt with battles, just like the TV show. The player will encounter Romulans, Klingons, space pirates... and more...
Duncan: Is Shpock in it? *(Burp.)*
Amaya: Yes, it's based on the first series, so all your old faves will be there.
Duncan: Shpock isn't my fave – I hate the bast. *(Hic.)*
Amaya: Oh, er... anyway, the story takes the form of a number of interlinking TV episodes, with 14 sheperate plotlines cross-connecting to form a game truly representative of the series. A number of humourous touches have been lifted from the original to add to the important 'Trekky' feel. It shounds shmart.
Rebecca: Shmart. Tee, hee, hee. *(Hic.)*

SCENE SIX

Under the table, smashed senseless.

Cuj: "Dreamed a dream by the old canal... I kissed my (hic) girl..." Ha ha ha!
Patrick: Who wants a fight?
Catherine: If it's a fight you're after, you should get hold of a copy of Interplay's *Battle Chesh... I mean Battle Chess...*
Patrick: It wants a smack *(hic)* in mouth, does it? Givvit 'ere. I'll kick it in the head.
Catherine: Not that sort of fight, silly – I'm talking more of an intellectual battle.
Patrick: Yeah, like I said – I'll kick it in the head. Hur!
Rebecca: Honestly, Patrick. *(Snork.)*
Amaya: So it's chess then, is it?
Catherine: Yes – chess and more. Mortal combat is the heart and soul of chess, but the only violence you ever see in a normal game is one player removing an opponent's piece from the board...
Patrick: Or getting smacked abart if he's spilt yer pint. Oi, what're you staring at?
Catherine: Shhhh, Patrick. But in *Battle Chess* you get a magnificent chess-logic system combined with colourful, humourous and dramatic 3D battle animations.
Macca: Guns?
Catherine: And cannons and swords and axes and pikes and catapults...
Macca: It makes a game of chess a bit less (hic) poncey then?
Catherine: It certainly adds to the fun.
Patrick: I'll still smack it in the mouth if I ever see it.
Catherine: Patrick!



SCENE SEVEN

After closing time – in the taxi on the way home.

Patrick: Oh no, I'm going to be sick. Open the window, quick...
Cabbie: You throw up in my cab and you clean it up, pal.
David: Let's play 'I Shpy'. I'll start... I shpy with my little eye shomething beginning with 'B'.
Amaya: Buildings?
David: No, *Bards Tale Construction Kit* from Interplay. Look – it'sh on the poster in that computer shop window. It shays: "The player can now create hish very own monshters, complete with eye-popping animashions. He can also design the dungeons, decide where to put the pits, stairwells, teleport shquares, anti-magic areas and artefacts. It's a DIY dungeon creation set, and comes with a ready-to-play mini-adventure." *(Hic.)*
Amaya: I shpy with my little eye something beginning with 'S'...
David: Stars in the shky?
Amaya: No – Patrick's just been sick on Duncan's leg.
Duncan: Oh no!

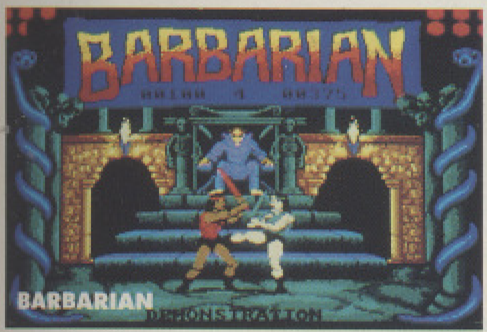
STOP

A Word From The Publisher: *Star Trek* is out in February on PC, price £34.99. *Buzz Aldrin* will be released in June on PC and *Bard's Tale* fans will already know that the *Kit* is currently available on PC, price £29.99 and should be out on Amiga by July, price tba. All these games are marketed in the UK by Electronic Arts. Details on the other products as we have them. Oh, and by the way, you lot – you're all fired. Cheers! *(Hic.)*

SHORTS

This month, we invited *Mystic Meg* to match your star sign to some new releases. With the help of a crystal ball and some chicken entrails, she checked the astrological compatibility of the games we didn't have room to fit into the normal reviews section. Spook!





BARBARIAN

As the most fun-loving, yet dopiest, sign of the zodiac, Leos will make themselves sick with joy over **Barbarian 2** from Psygnosis. A dated and fairly basic beat 'em up, its smooth graphics, fast action and amusing head-severing sequence will enthrall you.

Practical and hardworking Aquarians will wholeheartedly approve of **Paperboy 2** from Mindscape. Your traditionalist work ethic will find no problems with the homespun values in this updated paper round sim. Look out for the Sainsbury's checkout girl sim too.

Naturally assertive and aggressive, Taureans will freak over **Celtic Legends** from UbiSoft, a magic and strategy game pitting two warring armies of mythical creatures against one another. Play against the computer or a friend (not that you Taureans have any, you bolshie swine).

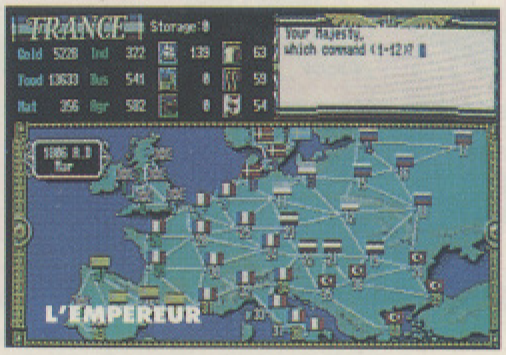
The most high-brow of all the signs of the zodiac, you Aries will be just crazy about **Chessmaster 3000** from Mindscape. Though it's tough enough for would-be Karpovs, beginners will be gratified to learn it has Tutor and Help functions. It also allows you to specify the personality of the computer's game (and I thought I was spooky).

Geminis, renowned for their imagination, will thoroughly enjoy **Fate – Gates Of Dawn**, a role-playing adventure from Feline Software. It's very complex and requires at least 1 Meg (no relation) and two drives or a hard disk to enjoy. I foresee many disk changes ahead.

Sensitive and artistic Cancer would do well to get into **The Laffer Utilities** from Dynamix. It's a a collection of 18 programs, such as databases of rudie jokes, presented by Leisure Suit Larry, the oily middle-aged swinger, Seventies relic, and archetypal Scorpio. It's all a bit sad really but it might get you out of that po-faced shell of yours. (A little jest there – Cancer... crabs... shell...)

Natural organisers with tendencies to world domination, Libran kids will drool over **L'Empereur** from Infogrames. This complex strategy game has you playing France's most famous diminutive Taurean, Emperor Napoleon. It combines diplomacy and economic management with battlefield strategy, and includes characters such as Josephine (an incompatible water sign) and Wellington (a sensitive Capricorn who would have no doubt got on fine with Mr Bonaparte had he not trounced him at Waterloo).

You dreamy romantics born under Virgo will just lurve **Twilight 2000** from Empire Simulation. Cupid is never far away in this role-playing adventure set in post-holocaust eastern Europe. It's very complex and parts are very sophisticated, but, sadly, if this game had a star sign it would be Aries – artistic and well meaning, but difficult to understand and insensitive to the needs of others.



L'EMPEREUR

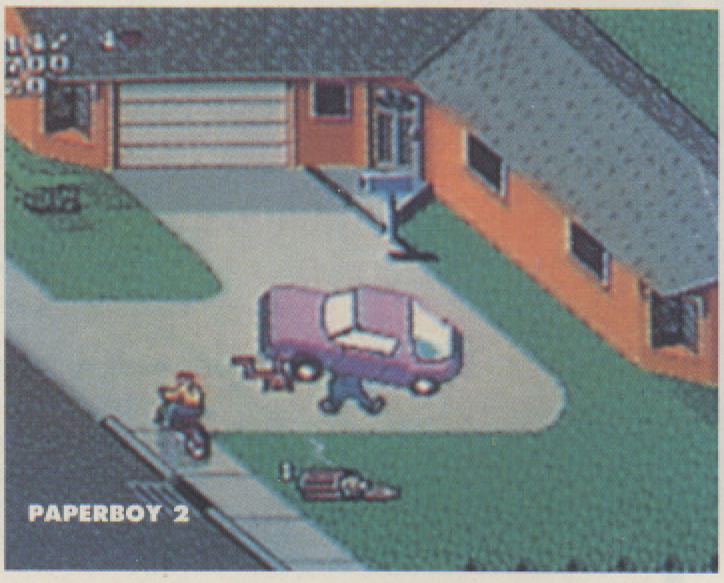
Sagittarians, a naturally wheezy and feeble bunch, would be well suited to **Tennis Cup 2** from Loriciel. With this, you can enjoy all the excitement of tennis from the squalor of your bedroom – insulting the ref, kicking the ball boys, it's all in there.

Sensitive, peace-loving Pisceans will be fascinated by the ice-hockey sim **Wayne Gretzky Hockey 2** from Bethesda Softworks, despite the possibility of huge punch-ups on the ice. You get to play with or against Wayne himself (born on the cusp of Capricorn and Virgo, incidentally), and there are instant replays and 11 skill categories for each team member. Sadly, the astrological aspects of this popular sport have been largely ignored.

STOP



TENNIS CUP 2


PAPERBOY 2

FROM BEYOND THE GRAVE...



Using Patrick Swayze as her spirit guide, Meg brings ZERO readers the following messages from the spirit world.

A.L. – The code wheel for F-16 is in little pieces in the bin. Auntie Dot.

D.W. – Stop doing that, you grubby eejit, it'll give you a squint. Grandad.

DÉJÀ VU

New for old, old for new. The pages where we rattle through some old games re-released on new formats...

PIT FIGHTER



Domark/£29.99/Out Now

PC

Martin: Forget shove-ha'penny, forget synchronised swimming – the world's favourite illegal sport is apparently pit-fighting. Now, thanks to Domark, this unpleasant pastime has been turned into a stomach-churning beat 'em up for your PC, allowing you to pit your wits against a selection of fine sportsmen with names like Mad Miles and The Executioner.

Like the coin-op original, the game allows you to play one of three thoroughly nice young chaps, each with different attributes and moves. Foregoing Chinese burns and hair-pulling, the program equips you with a range of rough-boy tactics, from head-butts to flying kicks. If things get really hairy, however, there's an assortment of large, blunt objects (including, strangely, a motorcycle), and some not so blunt objects, with which to bring tears to your opponent's eyes.

With its excellent digitised graphics and animation, *Pit-Fighter* is a fine example of this none-too-high-brow genre. All you leftie, bleeding-heart, pacifist bedwetters will probably hate it, but for the rest of us, its just good, clean, mindless violence.

GRAPHICS 85 ADDICTIVENESS 87
SOUND 80 EXECUTION 89
OVERALL 85

GODS

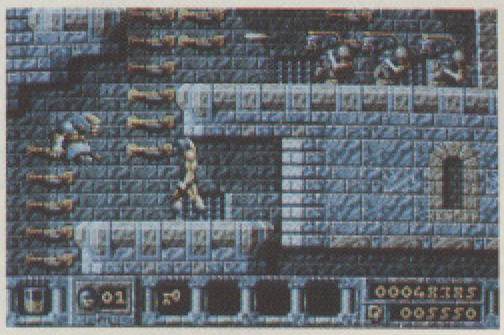
Renegade/£35.99/Out Now

PC

ZERO HERO

Martin: All you PC owners who felt hurt and resentful at being left out when the games press were dribbling praise upon *Gods*, the arcade-adventure smash of 1990, can now dry your eyes and stop sulking. Renegade has answered your prayers and released Gods on the PC format. The basic idea behind this game is to kill nasties, solve puzzles and collect treasure, while navigating your way through a labyrinth towards a face-off with an end-of-level baddie.

Admittedly, the scenario is standard fare, but it's all very well done – smooth full-screen scrolling, intelligent adversaries and a soundtrack which will have you dancing around the room like a whirling dervish. The fighting is fast and furious, and the final duel with the



enormous and very stroppy end-of-level guardian is truly terrifying.

There's a wide choice of weapons, for all you hardware fetishists, and there's even the opportunity to do some shopping. The puzzles are fairly straightforward for the most part, and should give no trouble to all but the biggest of thickies. Thankfully, some of them are a tad more taxing. All in all, a good session on *Gods* will give your trigger thumb and your brain a lovely, achey, numb feeling.

GRAPHICS 88 ADDICTIVENESS 90
SOUND 87 EXECUTION 92
OVERALL 90

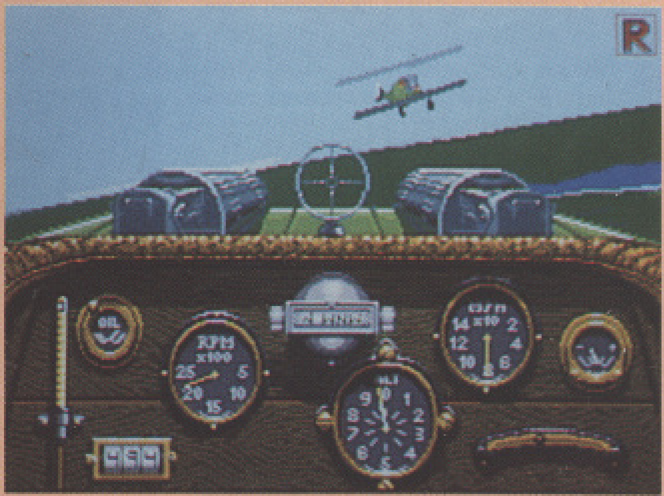
KNIGHTS OF THE SKY

MicroProse/£34.99/Out Now

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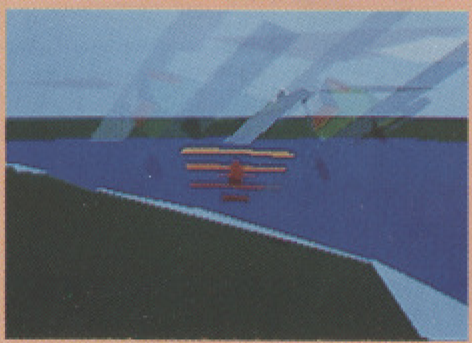
ZERO HERO

Patrick: In *KOTS* you attempt to become 'Ace Of Aces' inWWI. To do this, you must not only fly bombing, escort and balloon-bursting missions, but also challenge enemy aces to aerial duels and forcibly remove them from the running. You work out where they're based by piecing together gossip and rumour.



Once you've been promoted and have gained command of your own squadron, you can relocate to adjacent Allied bases, so you have fuel when you meet the enemy. There's another way of duelling too – if you get a reputation you may even be challenged yourself.

Like the Amiga version (reviewed in Issue 26), this was written from scratch. The graphics are more refined, and it's smoother than the PC version. There are extra details that add to the atmosphere, and the on-screen information has been stepped-up. Messages flash across the screen, identifying planes and damage done.



And yes, it actually takes more than one shot to down an enemy plane in a MicroProse flight-sim. Take me to the bottom of our stairs and spit, our Maureen.

GRAPHICS 90 ADDICTIVENESS 88
SOUND 85 EXECUTION 90
OVERALL 90

Like the coin-op original, the game allows you to play one of three thoroughly nice young chaps, each with different attributes and moves. Foregoing Chinese burns and hair-pulling, the program equips you with a range of rough-boy tactics, from head-butts to flying kicks. If things get really hairy, however, there's an assortment of large, blunt objects (including, strangely, a motorcycle), and some not so blunt objects, with which to bring tears to your opponent's eyes.

With its excellent digitised graphics and animation, *Pit-Fighter* is a fine example of this none-too-high-brow genre. All you leftie, bleeding-heart, pacifist bedwetters will probably hate it, but for the rest of us, its just good, clean, mindless violence.

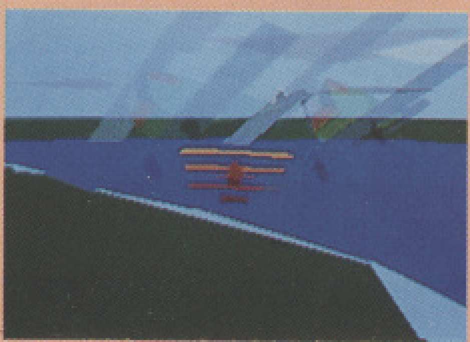
GRAPHICS	ADDICTIVENESS	SOUND	EXECUTION	OVERALL
85	87	80	89	85

challenge enemy aces to aerial duels and forcibly remove them from the running. You work out where they're based by piecing together gossip and rumour.



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GRAPHICS	ADDICTIVENESS	SOUND	EXECUTION	OVERALL
90	88	85	90	90

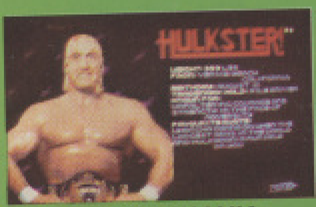
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SHADOW OF THE BEAST 2

***Shadow Of The Beast II* was a big hit last year on the Amiga, and now it's out on the ST. Dropping to all fours and making horribly guttural animal noises, *Martin 'Bestial' Pond* gave it the once over. We cleaned up the blood afterwards...**

Psygnosis/ST/£25.99/Out now



Imagine that as child you were enthralled by a very bad man called The Beast Mage, a back-street genetic engineer who changed your boyish form into that of a hairy, slavering beast-man, not unlike Ollie Reed. Well, that's just what happened in *Shadow Of The Beast*, the hugely successful arcade adventure from Psygnosis. Now, in *Shadow Of The Beast II*, you've regained your human form, but The Beast Mage is up to his dodgy old tricks again. Why he can't find himself a nice hobby I don't know. This time, the fiend has gone and kidnapped your baby sister, with a view to warping her innocent form into that of a hairy, sweaty beast-kid. She is to be used as a warrior/messenger, a drooling sub-human to run his errands and generally boss around. In short, your sis has become the raw material for a build-your-own YTS kid! There's only one thing for you to do – get her back and smash this Beast Mage's flippin' face in. So there you are – a new-look body, a fresh pair of pants and 16 horizontally-scrolling levels ahead.



Extremely eye-catching graphics and head-cutting axes.



Ollie after a pint... of blood!

ST

Martin: Although *Shadow Of The Beast* was a popular success, it was not without its problems, not least of which was the fact that it wasn't over-endowed with gameplay. *Beast II* attempts to rectify those drawbacks with a game which is more of a puzzley adventure, and less of a frenzied punch-up. Psygnosis has thoughtfully provided you with the opportunity to conduct some text-interaction with the other characters. This is brought about using two keys – 'A' to ask someone a question, and 'O' to offer them some item in your possession.

Trading items helps ingratiate yourself with strong, silent types, hopefully to the extent that they'll pass on some valuable clue. So now, when you approach a new character, you can decide whether to jump them or have a bit of a natter first. Sadly, I didn't make the most of this facility – all I managed to come up with were questions such as: "What are you looking at, bum-face?" and "Did you spill my pint?", asked as a prelude to mindlessly steaming in. Oh well. Be warned, though – this game is very difficult, and progress is tediously slow. You only get one life, and if you lose that you're put right back to the start. If it wasn't for the fact that I have the cunning of a fox, the cat-like reflexes of a, er... cat and the speed of a striking cobra, I really don't think that I would have got beyond the first load. Oh and the cheat included in the attached booklet helped as well.

There are frequent little accessing breaks and the load-time between games was quite long too. Things are not as bad as on the original, but you'd still be advised to take along some knitting or a good book so that you don't have to sit there twiddling your thumbs while you listen to the drive humming away.

On the up side, the business of moving sprites around is very well done, and the graphics in general are extremely eye-catching. The game is very imaginative in parts – one of the puzzles involves a huge Heath Robinson-style contraption spreading over several screens, which all has to be operated correctly to ensure a result.

Perhaps I would've got into it more if I hadn't kept dozing off during the loading breaks – the end of game sequence, in particular, I found to be the software equivalent of a mug of cocoa before bedtime.



And now a big, sorry, *long* hand for...

All in all, there are more thrills and addictive gameplay to be had in a game of strip patience than this. But that's just me being Mr Picky. If you liked the original, you'll probably enjoy this even more. STOP

GRAPHICS	89	ADDICTIVENESS	80	OVERALL 80
SOUND	88	EXECUTION	85	



THE PRICE I$ RIGHT

If you're a skinflint after a shoot 'em up or you're short of funds and searching for a flight sim, then meet Bloggo, ZERO's king of the budget scene.

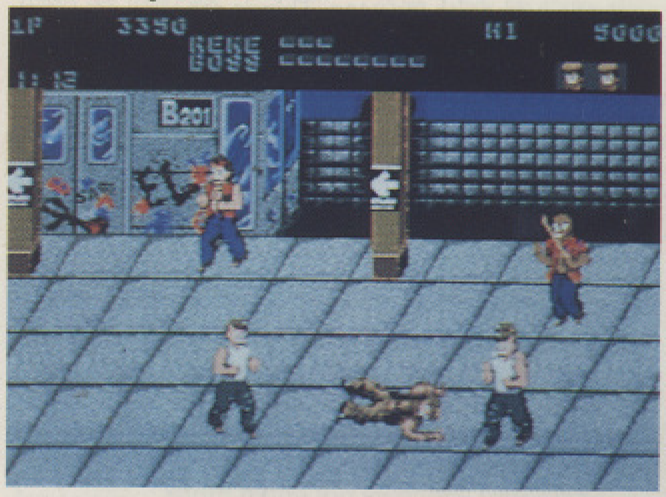
RENEGADE

The Hit Squad/ST & Amiga/£7.99

Bloggo: While some people say *Renegade*, the classic beat 'em up from Taito, is just an orgy of blood and sickening violence, there are others who claim that this interpretation oversimplifies what is in fact a telling indictment of inner city decay. That's ridiculous, of course – it's obviously just an orgy of blood and sickening violence. And why not, eh? To finish this game, you have to complete five sections, including the 'sleazy street scene'.

Each section is home to a street gang – a bunch of workshy teenagers who would all be far better off if they got themselves decent haircuts and jobs. Trust me, I know these animals and there's only one language they under-stand – the short, sharp shock. The action takes place in a three dimen-sional, multi-scrolling frame. A number of fancy moves can be performed, which are guaranteed to take all the fight out of the hardest of grubby street scum. You can do a terrible mischief to a stunned opponent with a swift knee to the groin or a kick to the spine. Graphics and sound are not outstanding but *Renegade* is very playable for all that.

Where's my contact lens?



OVERALL SCORE 83

ROBOCOP



The Hit Squad/ST & Amiga/£7.99

Bloggo: Seeing as how me and the law go back such a long way, I was particularly interested to play this *Robocop*, Ocean's view of the filth of the future. You get to play the mechanical bobby who wanders about the manor, dishing out the kind of community policing favoured only by the likes of Dirty Harry and DI Burnside.

The first section is a basic, horizontally scrolling shooting alley, so when the suspects appear don't bother with all that reading of rights and 'reasonable force' malarkey – just let 'em have it. Later sections include a hostage rescue scenario and a photo-fit identification screen in which you get to mix 'n' match the boat of some old lag. A more realistic story-line might involve this Roborozzer harassing innocent businessmen as they try to earn a crust down the market, but there you go. It's all old hat but the budget price makes it a bargain. Me, I'm waiting for someone to buy up the *Juliet Bravo* licence.

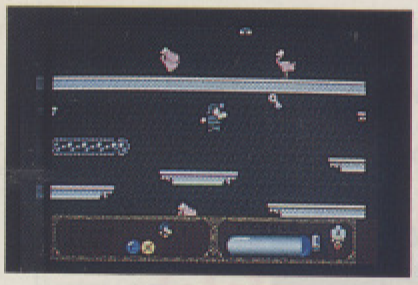
OVERALL SCORE 78

MANIC MINER

Software Projects/Amiga/ £9.99

Bloggo: No, not the long awaited Arthur Scargill sim, but a golden oldie which was a huge hit on the old 8-bit formats.

Each of the 20 levels contains a number of keys which must be collected before your air supply runs out. These levels are infested with some bizarre villains which run around to keep you on your toes. Software Projects has included two versions of this addictive platform game. Nostalgics will go all bleary-eyed over the first, which recreates the original Spectrum game exactly, but you may prefer the more modern remix, which has jazzed-up graphics and sound.



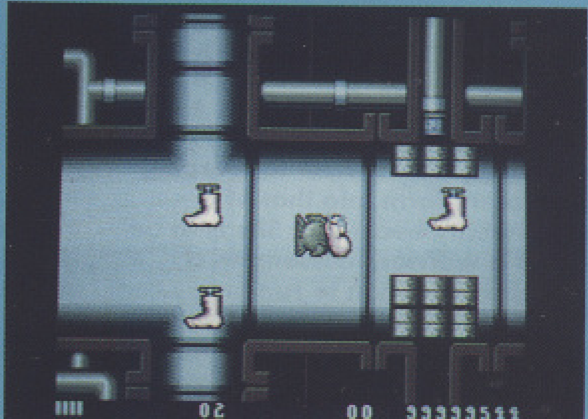
OVERALL SCORE 80

MONTY PYTHON

Virgin/ST, Amiga & PC/£9.99

Bloggo: This horizontally-scrolling shoot 'em up gives you the opportunity to take control of Arthur Gumby, a character who I've always looked upon as my spiritual guru, in a quest to recover his brain. Mainly based on those animated sequences by that Terry Gilliam, it's full of puzzles, hidden bonuses and surprises. Of course, there are loads of references to old gags from the telly series – energy boosts are provided by tins of spam, and the protection system tests your 'cheese recognition skills'.

I mean, those *Python* boys are all very clever-clever an' that, but personally I reckon you can't do better than Jim 'Nick, Nick' Davison in that Home James if it's a good belly larf you want. That bloke Chalky he does, eh? Laugh? I nearly bought a round. (*Let's have some more perceptive commentary on the state of British comedy next month please, Bloggo. Ed.*)



OVERALL SCORE 89

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Yet again, your fave games mag is stuffed with chances for you to win some truly earthshattering gear! This time we've teamed up with those kindly sorts at Mindscape to bring you a bumper first prize of a JVC Stereo Radio Cassette Recorder complete with tape-to-tape and CD PLUS a signed original by the Artist of *Quest For The Moonstone!*

10 RUNNER UP PRIZES! WIN A MINDSCAPE GAME OF YOUR CHOICE!

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A recorded message will ask you each question in turn. All you have to do is answer a, b or c (what could be easier?!). Don't forget to speak clearly and remember to leave your name, age and address as well as which Mindscape game you'd prefer. (Psst! You can enter as often as you like!)

1ST PRIZE



TO ENTER, ALL YOU HAVE TO DO IS CALL THE ZERO COMPETITION HOTLINE WITH YOUR ANSWERS TO THESE 3 SIMPLE QUESTIONS...

1. Which is the latest game by the mob at Mindscape
a Quest For The Moonstone
b Moonwalker
c Moonbase

2. What does C.D. stand for in hi-fi lingo?
a Complicated Disk Machine
b Compact Disk
c Cassette Deck

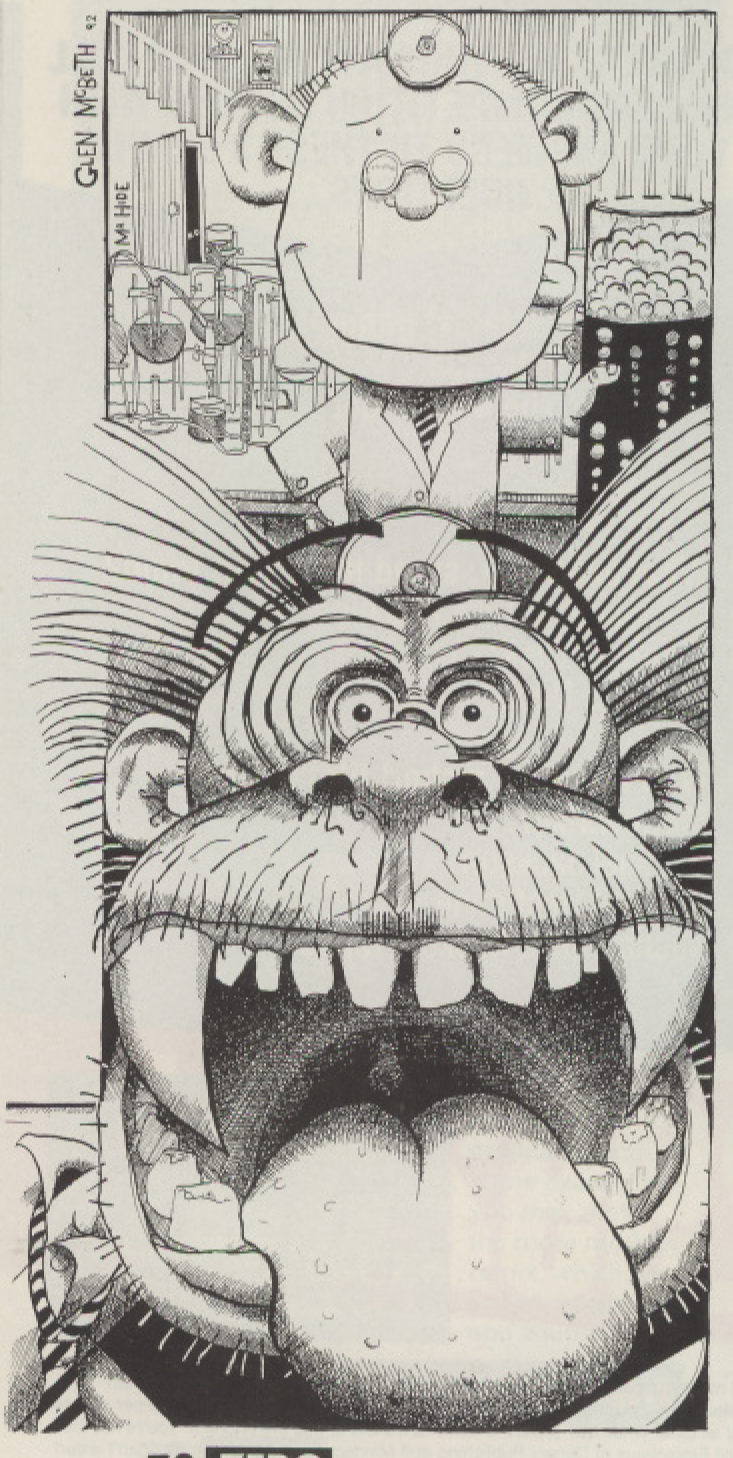
3. Who released a short film called Moonwalker?
a Michael Jackson
b Michael Hestletine
c Michael (aka Mickey) Mouse

CALL OUR COMPETITION HOTLINE 0891 299250!

Lucky winners will be selected at random from all correct answers received between midnight Monday 10th February 1992 and Friday 13th March 1992. Lines are open 24hrs/day. All calls will be charged at 36p per minute cheap rate and 48p per minute at all other times but please check that it's OK to use the phone if you're not the one who has to fork out for the bill! Employees of Dennis Publishing and Mindscape and their families can't enter! We reserve the right to use winners' details in post-competition publicity material.

It's shrunk to two thirds of its usual size, but *Mike Gerrard* has still managed to squeeze loads of stuff into it. Yes, this month you'll find a book review, a game review and you'll have the chance to get to grips with Elvira's tips. Adventures – proof that size isn't everything!

SEEKING MISTER HYDE



You've seen the book, read the film, missed the RSC production, and have no idea what I'm talking about. I'm just talkin' 'bout my g-g-generosity in giving ZERO readers an exclusive look at the new ST adventure based on that creepy old tale, *Dr Jekyll And Mr Hyde*, by Robert Louis Stevenson. You know, he wrote *Treasure Island* as well. All together now: ha-haaar, Jim lad!

When it first lurched into 8-bit life a few years ago, this was voted Adventure Of The Year by members of the Adventurers Club Ltd. At a posh do in London, I was asked to collect the award on behalf of the game's authors, a programming team called the Essential Myth. Now the three-part game's been converted to the ST, packed into one part, lost its graphics and come out at a price to make software houses shudder. It's a right belter for those who like the traditional text-only tale, and you won't find better text around – it's sensibly written in the style of the original novel (which came out in 1886, fact fans). Why change something that's been successful for over a century?

Written using STAC, the game offers two sizes of text, one of them a chunky gothic style, as well as a RAMSAVE feature and an OOPS command, for those moments we all regret – if only there was such a thing in real life! The optional instructions tell you what's what. So what's what? Well, it's August 22nd, 1868, and you're Dr Henry Jekyll at home in London. You are approaching the culmination of your work into the very nature of the human psyche. Eek! For years have you groped (it says here) towards a discovery that threatens to rip apart the very fabric of Victorian society. Gordon Bennett! Pretty soon after the start of the game, you should find your diary, and if you take a gander at that you'll get a bit more info on what's happening (man). Like, for instance, discovering that you need one final ingredient to complete your experiments, and your trusty colleague Lanyon is bringing that rare salt to a dinner party in your house in two days time. Except that you wrote that about, oh... well, two days ago.

You might think there's not much horror about the first bit, where you have to do exciting things like make a cup of tea to ward off sleep, and get the salt off Lanyon before he sprinkles it over his supper (buffoon). However, it's all very tricky and the real nasty stuff comes later on. If you succeed in your experiment, you turn yourself into the evil Mr Hyde, who goes stalking the streets of London. That's when you're not attacking people, sinking your fangs in their neck, gambling in Soho clubs and other fun things that will no doubt be banned under the Citizens Charter.

The game's main drawback is that it can't get away from the story, and you have to progress in fairly logical stages as time marches inexorably on. The exception is when you've got toothache – then time stands still. If you go wrong, you can be left running around like a headless chicken, with nowhere to go but back to an earlier saved game to figure out what went wrong or how to gain more time to do the things you want to do. But the game is compulsive, and loads of people told me it was one of the best adventures they'd ever played, in days of yore.

Text-only games aren't to everyone's taste, and you can't rate this alongside games like *Wonderland* or Sierra's efforts, with pics, sound effects and gizmos galore. In its own way, though, it's a wee cracker.

MIKE'S MINI-RATING: 65%

WHAT'S WHAT

TITLE	Dr Jekyll And Mr Hyde
PUBLISHER	Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancs OL12 7NX
FORMAT	ST
PRICE	£2.99
RELEASED	Out Now



ELVIRA UNDONE AT LAST!

As *Elvira II* has just come into my hands, as it were, what could be more appropriate than to reveal how to get your wicked way with her by solving the probs in *Elvira I*. Rather than a full solution, here's some information that should help you get through, but if you're still stuck in *Elvira*, just let me know and I'll rescue you by printing a full solution.

First off, it helps to know where the various keys are to be found. The first is in the office of the Captain Of The Guard, behind the paper on the notice-board. Of course, you'll have to sort him out first to get to it. The second key is in the stables. Go to the last stall and examine the ring in the wall. The third key is tied to the leg of the falcon, but first you have to kill the falcon. The fourth key is, cripes – in the torture chamber. The next is in the dumb-waiter in the kitchen, and you'll have to use magic to get it, or get someone to get it for you. The last key is on the sword of an archer who you should have killed, causing him to fall over the battlements and into the moat, though you can't get the key till you can enter the moat.

The next thing that will help is to know the location of the ingredients that you'll need for the various spells. The answer is, er... they're all over the place! Cor, they really make these adventures difficult, don't they? Why couldn't they just shove them all down Elvira's cleavage and have done with it? But they didn't. To find out where they put them, see the panel below.

There are certain places where there are LOADS of objects. For instance, the herb garden, where you'll find (if you look carefully, children) stuff like parsley, dandelion, elderberry, rose petals, hellebore, blood root, aconite, bleeding heart, plantain and witch hazel. Which hazel? I just told you witch hazel!

There are some more common or garden objects on the path that leads to the maze, so pick yourself some hawthorn, dogwood, mushroom, firethorn, poppies, maidenhair and flameflower. In the maze itself, you can find nettles, thistles and ferns, and some bird's eggs. In the pool in the middle of the maze, there's a lily flower, a blood lily, a water lily leaf, some algae and a black lotus – no, not the car, you plonkers, or it'd be all rusted up – it'd be more of a brown lotus, wouldn't it? Stands to reason.

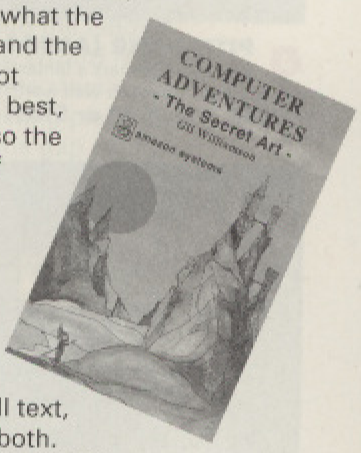
Anyway, finally, in the dungeons, you'll find beetles, earwigs, centipedes and spiders' webs. Sounds like my kinda place. But if that load of help doesn't get you through *Elvira*, just write and let me know and I'll print the rest of the info. Your wish is my command.

Bird's feather – Erm, on a bird. One not unlike a falcon.
Deadly Nightshade – In the hedge near the garden shed.
Belladonna – Also near the garden shed.
Maggots – In the garden shed!
Mistletoe – Near the archery target.
Absinthe – On the bar in the room next to the armoury (but be careful if you drink it and then look at Elvira, because absinthe makes the heart grow fonder).
Horse Hair – Would you believe it – in the stables?
Hay – Would you believe it – outside the stables?
Moss – Ding-dong-bell, moss is in the well.
Manticore Hide – (Puts on Elvis voice.) You'll find it lying in the chapel. On the prayer book, to be exact.
Laudanum – In the bathroom.
Vampire Dust – Kill the vampire.
Honey – In the pantry.
White Wine – In the pantry.
Monstera – In the lounge.
Ivy – On the battlements. Good old Ivy!

PAPERBACK WRITER

You can count the number of books about adventure games on the fingers of one digit, but here's one that first sneaked out in 1990 and was so monumentally successful that they've had to cut the price to £4.95 to try and get rid of it. Just joking, libel lawyers everywhere, but in truth 'twas a might over-priced at its original £7.95 for 128 pages, and the new price is much nearer the mark. The book in question is *Computer Adventures: The Secret Art*, written by Gil Williamson. From a careful reading of the text, he seems to have had something to do with *Paul Daniels' Magic Adventure*, which was released back in the 17th century, although Mr Williamson doesn't say what his involvement was. The public has a right to know!

The book is aimed at people who want to write adventures, but deals with general ideas like planning the game and setting the problems, not with programming in any way. Thank God for that – it means I could actually understand it. A lot of what the author says is useful, and the chapter called "The Plot Thickens" is by far the best, maybe because it's also the longest. It gives lots of ideas for dealing with food, weather, mazes, weapons, riddles, knowledge, doors, transportation and other factors that appear in most adventures, whether all text, all graphics or a bit of both.



Its main use will be as an ideas generator for those who want to write something, but are a bit vague about what they want to do. So if you're thinking of writing a game, or have started one and come to a grinding halt, this book could well be useful. If you're only interested in playing them, give it a miss. STOP

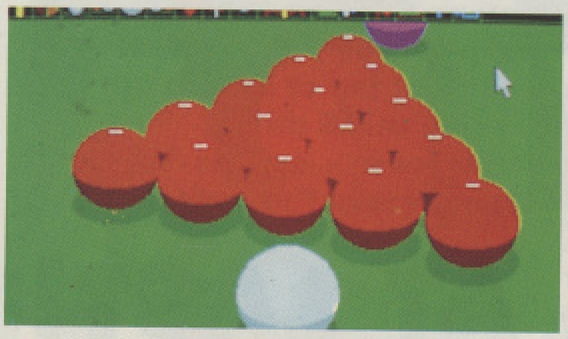
WHAT'S WHAT

TITLE	Computer Adventures: The Secret Art
AUTHOR	Gil Williamson
PUBLISHER	Amazon Systems, Merlewood, Lodge Hill Road, Farnham, Surrey GU10 3RD
PRICE	£4.95
FORMAT	Er..Paperback
RELEASED	Out Now

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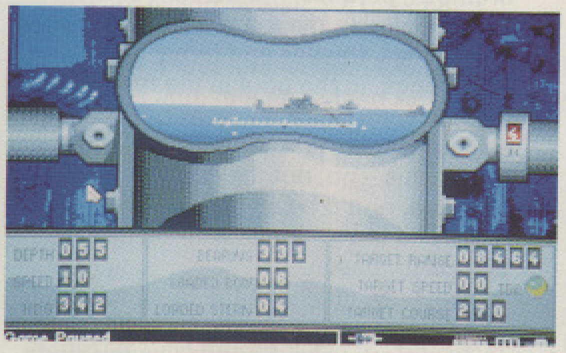
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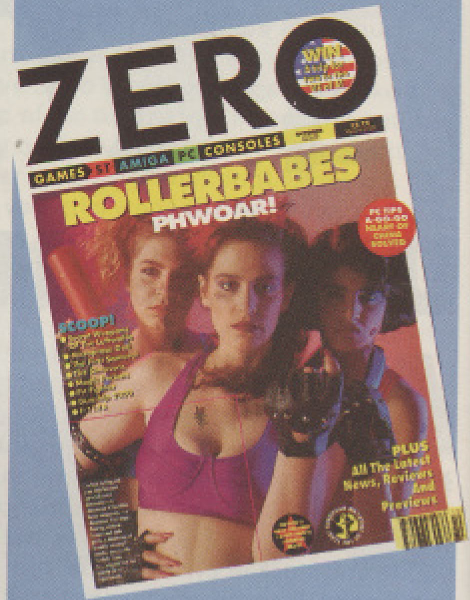
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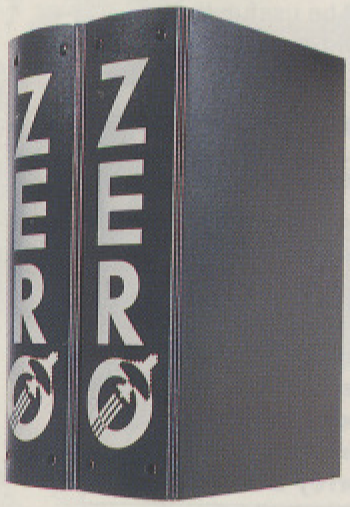
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CRYSTAL TIPS*

*AND ALISTAIR

Here goes with a triple-decker edition of Crystal Tips. Layer one is the second thrilling instalment of *Rich Pelley's First Samurai* solution, layer two is a complete solution to *Another World*, and the whole concoction is topped off with some delicious maps and tips for *Alien Breed*. Mmmm... yummy!



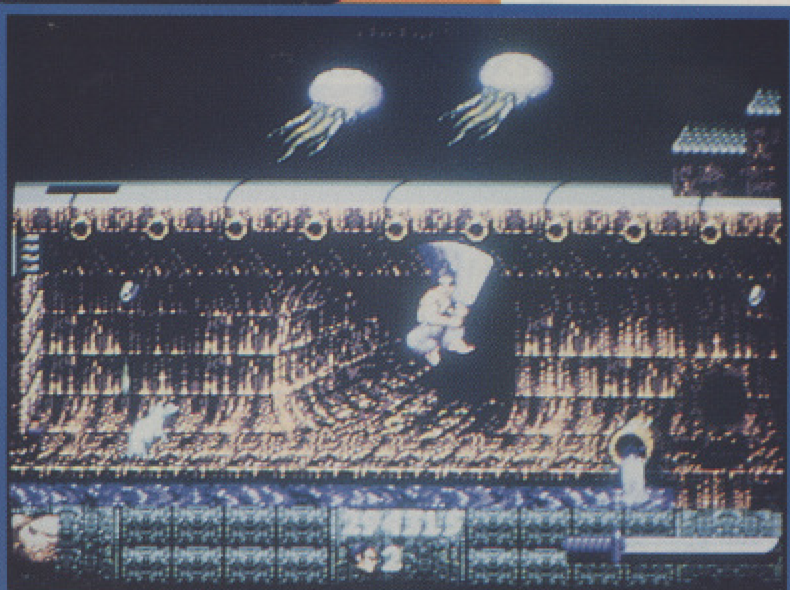
FIRST SAMURAI

★★★ ZERO ★★★
COMPLETE SOLUTION

LEVEL SEVEN

A light steps to immediate right, bounce over what looks like a stick of celery (but probably isn't), along right (ignore the retracting platforms), seize bell, jump up, slash, walk over Special and return to start (get the grenades but use extremely sparingly). Left, avoid acid drip, fully left (avoiding acid) for food. Back along, jump up right-hand side of ladder and right if you need food, otherwise left. Climb down ladder, quickly slashing when you reach the bottom for rat-killing purposes. It's probably best to scarper here in preference to standing around getting killed.

Left (avoiding acid) and jump onto platform. Jump over leeks, left and jump over pits (position Samurai so that his front foot is fully over the platform in order to make it). Ring bell, cross stars and fall directly downwards to obtain another Special. Up via retracting platform, left across bridge and use pot. Continually hit left-hand side of the stone tablet, this will move it to the right so you can use it to jump onto the first retracting platform to collect the Special. Left, directly down and down again. Right, climb ladder, get bell and take potion (go down right to kill some baddies if the bell hasn't appeared).



Rich Pellurai leaps about in the sewers, trying to avoid vicious leeks (?), a highly dangerous celery and a large pack of marauding jellies. Then he has a quick slash while there's nobody watching. It's all in a day's work for a ZERO tipster.

Head right from the position to which you are teleported, spring over celery and go down ladder. Carefully manoeuvre yourself onto the ladder below and summon the Wizard Mage to lend a hand or two. Some stars will appear below the retracting platforms to ease your crossing of the gap (climb up ladder before jumping), but DON'T CROSS. Instead, go up ladder, along right, up ladder, and right for ages. Get bell, slash at nearby ceiling for food and treasure, return to where you just rang the bell, stand on platform (not ladder) and cross pit using stars to support you. Down steps, move stone tablet along by hitting it until it's under the projecting platform (and lashing out at the large moving statue as it comes towards you), jump up and up again for another Special and a bell.

Jump over statue and right. Ring bell next to water jetty and hack it when it solidifies. Slash at ceiling to the right for treasure and use pot. Go back left, use stone tablet to get onto platform, so that you can jump over statue, and get bell. Back right to second water jetty and ring bell. Slash ice, right, slash ceiling and left for end of level nasty number one – a big red dragon's head. He's easy. Stand at either the left or the right-hand side of the dragon and slash at his head every time he comes towards you. To speed things up, jump around a bit using fly-slashes to hit him. Don't get stuck underneath his torso, though, in fear of being fired at. There's food to be gobbled if you jump and slash from the first projecting platform you get to. Right, climb wall, get bell, drop onto yellow platform, jump left. Jump up retracting platforms for another Special and ring bell next to water jetties, then hit them when solid. Left, up retracting platforms, and that's it...



LEVEL EIGHT

Right, sock all passing windows for suitable refreshment, and the third group preceeding the soldier for a yellow object to ring. Right (do not save position), bash windows for food, right, call Wizard, ring bell whilst to left of pillar underneath firing gun turret, right, fetch bell and utilise potion. Slash windows to your immediate left for food. The Wizard should come in handy for blowing up that doorway with the resulting Special coming in doubly handy.

Right and up first lift. Jump left onto lower roof, punch windows and jump via same lift onto green roof top directly right. Use lift, manically hurling yourself left, wielding your sword ceiling-wards for a bell. Left and up first visible lift. Bound left onto blue roof, then onto lift which moves up and down directly over the other. Jump right when top lift reaches its high point. Ring bell to calm the firing down a tad, right and use pot. Take out cracked part of platform, sink downwards and slash windows. Say thank you for the Special. Pounce from right-hand side of platform, trundle fully right, collar the bell and exercise potion.

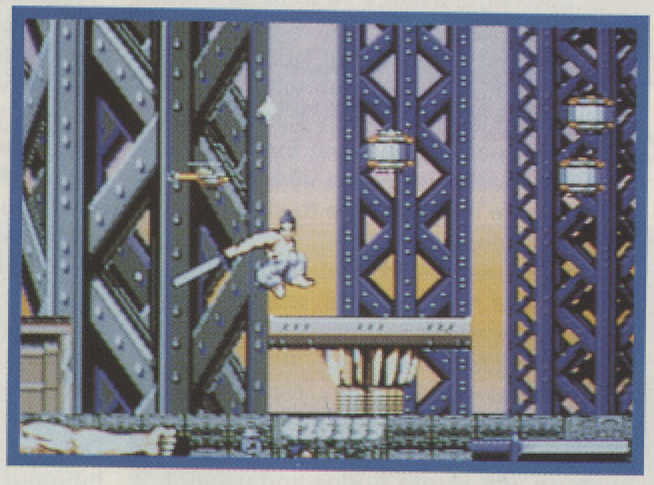
Chime bell at end of platform, tumble down right, right, and I doubt anyone else will be wanting that bell and potion. Once teleported, right is the direction you'll be wanting – over bridge, save position via second pot and fling yourself off the end of the roof with joystick wrenched rightwards to land on blue roof. Ring bell in the vicinity of force-field, and hack repeatedly at crystal until barrier breaks.

Right (don't teleport yet), up ladder, up ladder, make off with bell and Special, slash at cracked part of platform, down and teleport. Hack left behind scenery for treasure, and jump and hack for a Special. Ring bell, hit crystal, right, use pot, slash windows, right, slash windows and teleport. Walk to right side of roof, carefully get down to lower level of roof and enter house. Slash at ceilings for food, snitch bell and withdraw to roof. Leap from right hand side of roof onto middle platform, use pot, ascend ladder and pinch Special. Left to get your feet back on terra ferma, ring bell when both force-fields come into view, hit crystals and proceed right. Onto oil drum, onto first retracting platform, left above where barriers were and cleave ceiling for booty.

To bump off end-of-level baddie, simply slash at it using the retracting platforms on left when necessary, avoiding its shots. It's very, very easy. Complete level by going up platforms, jumping onto projecting scenery to right, and slashing for two more Specials. Back to top retracting platform, grabbing ladder (by standing on the right edge of the top platform, jump right then quickly left). Up. And left.

LEVEL NINE

Gasp loudly at the three-speed parallax scrolling. Then treat yourself to that smart bomb, jump left and heartlessly murder enough baddies to enable you to swipe bell, and plunge left. Depart right as far as poss to pocket three Specials. Scale right side of third-from-right pole (jump in order to clutch to it), jump right onto next platform, down and that Special is yours. Up (by vaulting left out of cabin and abruptly pulling right on the joystick to grab outside of the ladder), and up again.



Cavort right, slash ceiling and down onto ground level. Get Special on left and at far right (slashing at ceilings for food). Climb first pillar from right, reach smart bomb and drop down to collect Special. Up right side of pillar again, hurry onto shorter platform, slash up left for another Special, collect, and up and down other side back to ground level. Up into cabin on left and continue upwards as far as possible, collecting Special on the way.

Continue up by using the tower to the left and jumping between the two when necessary, slashing ceiling and video cameras when appropriate. Following the above information should get you to a horizontal platform with a bell and the nine required Specials (and hopefully enough energy). There are plenty more food and Specials scattered about if you can be bothered to locate them (I couldn't). Move right until a force-field is reached and ring that bell. Hack the remaining force-field once, kill the resulting baddie, hack again, kill, and so on. You can abandon this part to find food if you really muck it up. And that's just about the size of the level.

LEVEL TEN

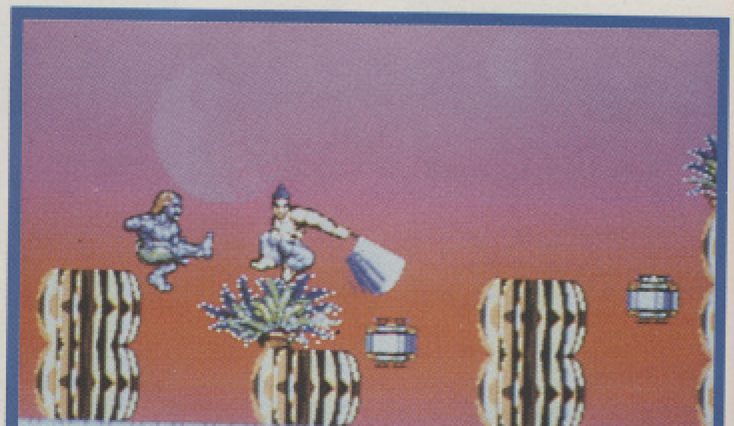
Left, apprehend smart bomb, left, nab Special, right, lay your hands on the bell, right, hop onto potted plant, thrust joystick up again, grab ladder on left and heroically clamber out. Right for ages to abduct another Special, and back left again and cross gap. Left, jump onto shortest brown barrel, leap left, left again, left again and slash at grey ceiling for a little something to put behind your ear for later. Drop directly down and slash onto second ground level of level and show your weapon to the grey thing for a smart bomb.

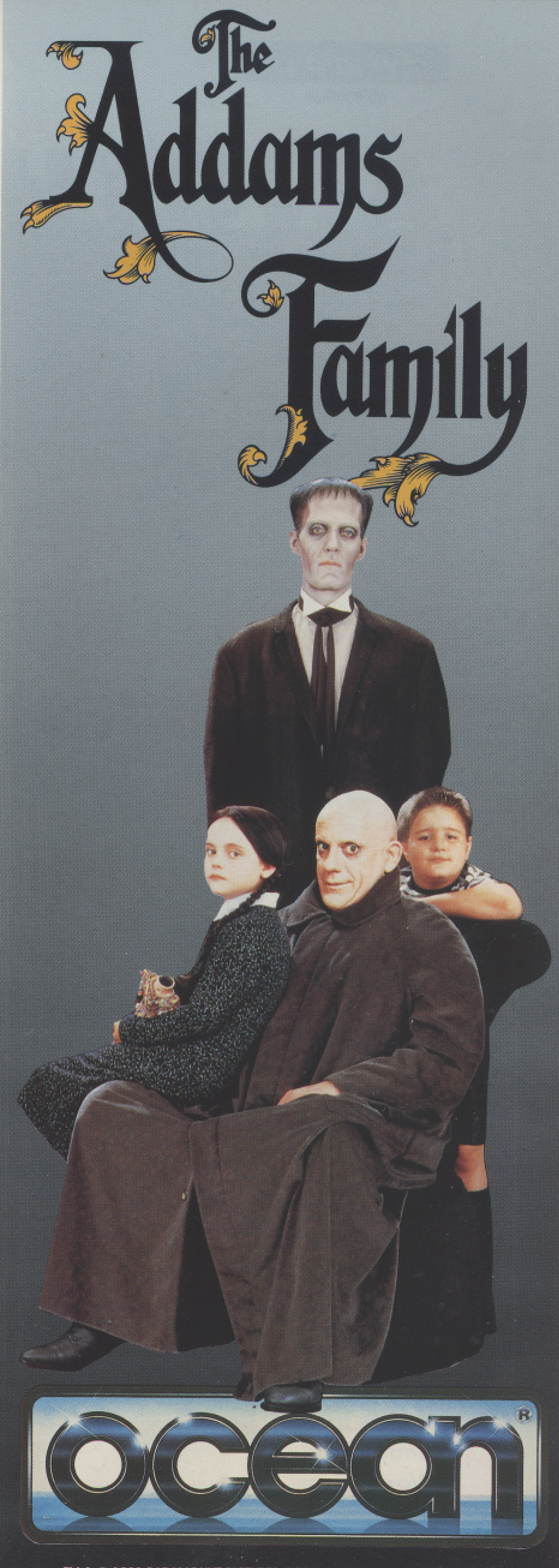
Walk right over barrels, grab ladder and climb up. Right, up steps and left into black room with computers in. Project yourself to climb up ladder, enter house, hit the ceiling to purloin food and Special. Walk down ladder, left along grey platform, jump and slash for another Special. Left onto brown ledges, hooraying, hurrahing and truncating for treasure and food.

Up ladder, hail Wizard when you can go no further right, claim that bell you just lapsed and ascend. Left, jump onto grey platforms and slash twice at end ceiling for a light snack and a Special. Back right, up twinkling stars and right. Watch out for the blue baddies who blow deadly rings at you – they deserve nothing more than instant death as soon as they appear. Continue along the platform and lob our hero off the end. Right, onto small grey platform and onto ladder, up, and up ladder on level above.

Left, up steps and up ladder. Left as far as feasible (slashing for treasure), up ladder, right, onto potted plant, get smart bomb and get Special. Right, past chequered scenery, get lamp, hit scenery in a variety of shown places, back to either side of the chequered part, ring bell and kill the end-of-level nastie – possibly the easiest end of level nasty to kill in the whole game.

THE END

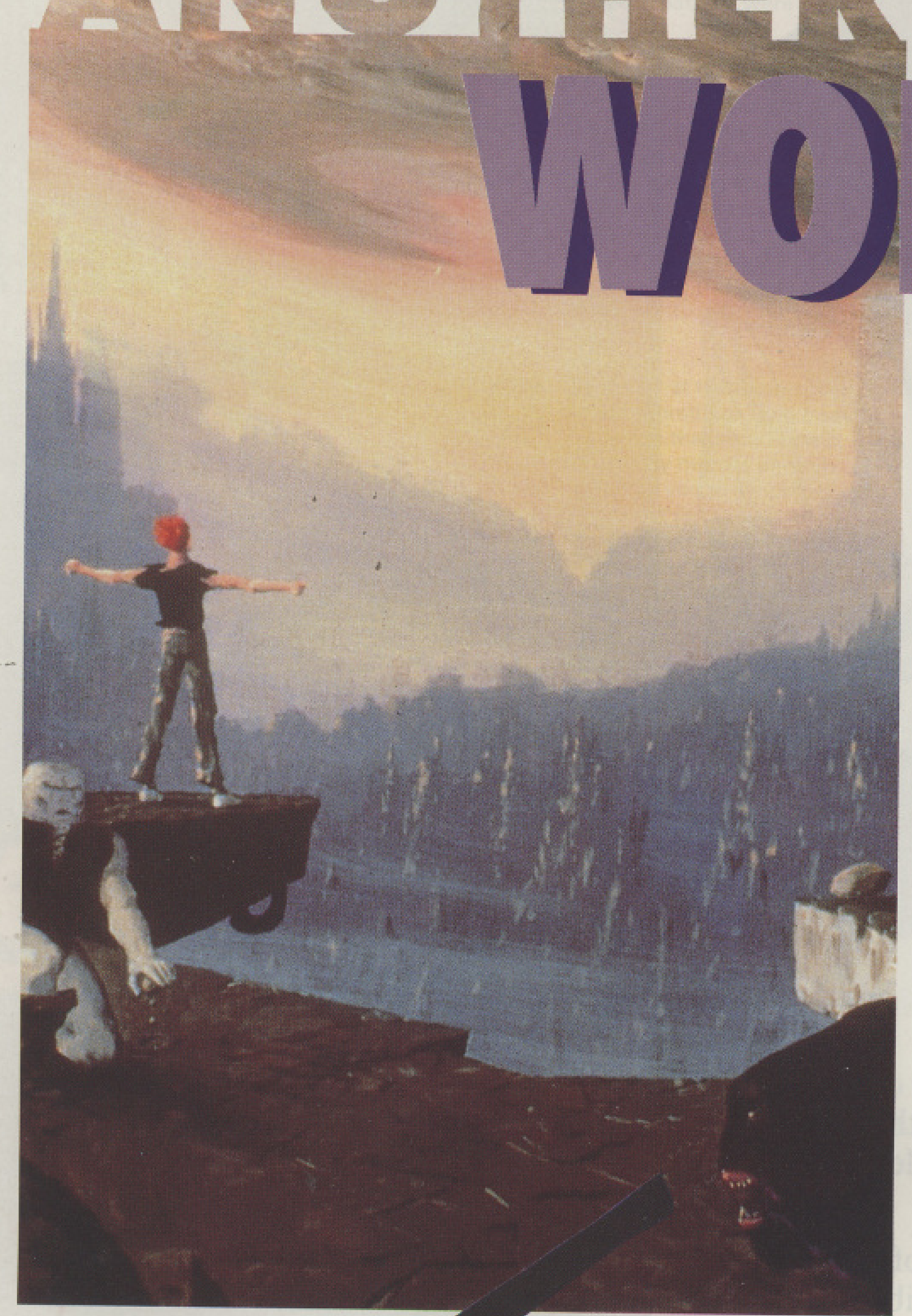




The Addams Family
ocean®
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★★★ ZERO ★★★ COMPLETE SOLUTION

ANOTHER WORLD



The now-infamous *Mrs Howard* from Sheffield leads you through the maze of streets that is *Another World.*

The game begins when Lester finds himself in water. Swim to the surface and climb out.

ACCESS CODE: EDJI

Go left, notice hanging vine. (As this is a Delphine game, you've probably realised that you're going to need this!) Go right past the water. You'll be confronted with three deadly creatures – kick to kill them. Right again to confront more creatures – kick to kill them too. Watch out for more nasties falling from the roof.

Go right until you encounter a black beast, then turn and run back to the hanging vine. Take a running jump at the vine – do not hesitate!

Jump off the vine and run right, back to the place where you first encountered the beast.

ACCESS CODE: HICI

Wake up in a cage, with a friendly alien for company. Rock the cage left and right until the cage drops, then pick up the gun. Run right, protecting your alien friend by shooting the guards. Use the shield to protect him while he opens the door. Then follow him through the door to the lift and go to the bottom level. Go to the end and shoot out the small flashing light on the wall. Take the lift to the next level up, blast the door, run and jump up. Wait for the alien before opening the door, then walk in.

ACCESS CODE: FLLD

Into the small tunnels underground – left, drop, right, drop, right drop, left, drop, right, drop... and out!

ACCESS CODE: LIBC

Left through door, and charge your gun. Right, then blast through three doors. Run right to exit. Kill the guard, then walk to the end of the broken bridge. Leap onto the lower right ledge, blast a hole in the wall and go through it.

ACCESS CODE: CCAL

Go right, down first shaft, right again, then down onto the large rock. Jump right, go right and jump over the spiked pit. Walk to the next screen, wait for the large rock to crash to the floor, then run to the small spike on the floor (watch out for the flying creature). When two rocks fall together and hit the floor, run. (Repeat the 'rock sequence' on the next screen.)

Beware of the tentacles (they can be shot, or you can just run past them). Go right to encounter more tentacles and

"Look, if you think *I'm* ugly you should see my best friend!"





A bridge over troubled water – or simply the chance to blow someone's head off?



some snapping traps. Jump over the traps, continue right to the end and blast the wall.

ACCESS CODE: EDIL

Backtrack to the screen with the falling rocks. Walk up the slope, turn and shoot at the flying creature. Walk on to the next screen and watch. Take a running jump at the stalactite, climb to the top and jump to the next one. Repeat this procedure with each one – if you do it correctly, you should end up on a large rock.

ACCESS CODE: FADK

Walk left off the rock, turn and blast the rock, then walk up the rock. Go right, jump over two pits, then one pit. Walk right, blast the wall to release water, then turn and run rather quickly, leaping over the pits like Wayne Sleep!

Logic wins every time – go right, blast the wall, go past the steps and across the dried-up waterfall.

ACCESS CODE: KCIJ

Observe the alien trapped below, exit left over the waterfall and go through the door. Go down the steps, walk right and kill the guard. Go back up the steps and shoot at the light chain (this releases the alien above). Go back down the steps and run right – as far as you can go. Kick the guard, then run and pick up the gun. Kill the guard and run right – don't stop (ignore the guards).

ACCESS CODE: ICAH

Dive into the water, swim across, climb out and take a look around. Swim down to the hole in the wall, left along the tunnel, and go up the second shaft for air.

Swim right down to the bottom of the shaft, go right, get out for air and fire at the pulsating line. Reverse manoeuvre back to the pool surface.

ACCESS CODE: FIEI

Go left and kill the guard. Go right and up the stairs, then kill the guard on the left at the top of the stairs. Jump across right, blast the two doors down and get your blaster ready to fire at the last door as the shield fades. Accurate timing and speed are needed to kill the guard (alternatively, you can blast the last door, shield, jump the fireballs and fire to kill the guard). Go right, blast the door, right, then jump up to charge your gun. Go right and watch the reflection of the guard on the bottom of the green sphere – fire at the sphere when the guard's reflection is directly under it. Left to the stairs, go down them, then down and right to the pool. Swim across, get out and find the guard dead. Go right.

ACCESS CODE: LALD

Jump down the opening, go right, blast the door, run to the end of the corridor. Turn and put up a shield, then wait until the alien puts his arm down and pulls you up. Stay on the left side of the opening till the rocks fall, then follow the alien into the tank. To escape, press the top left-hand green button (but first have some fun pressing a few other buttons).

ACCESS CODE: LFEK

Exit from the pod, run right onto the next screen, kill the guards and run right. Sit back and leave



machine in drive. Crawl across the floor to the levers on the right and wait for the guard to walk towards you. Pull the lever to kill the guard with the laser, pull the second lever, then crawl back to the light circle on the floor to escape from *Another World*. STOP

MRS HOWARD'S HANDY HOUSEHOLD HINTS

Sheffield's most valuable resource doesn't just confine her tips to the world of computer games, you know. Here she's kindly provided us with some of the hints that keep the Howard household running like a piece of well-oiled precision machinery.

Store your tights in the fridge to make them keep their shape longer and put candles in the icebox so that they will burn longer.

If you knock a tooth out, place it in a glass of milk and take it to your dentist. If you do this within half an hour of the accident, there's a good chance of it being re-implanted successfully. Make sure you use a glass of milk, though – carbonated fizzy drinks such as Coke are no good for this.

Don't waste good money buying table salt – more than enough of this popular condiment can be obtained by scraping the backs of your knees after a jog.

If you have a kidney or another such organ removed, place it under your pillow to get sixpence from the offal fairy.

Troubled by midges on hot Summer nights? Before bedtime, smear your body with beef dripping and kitchen scraps to keep these pests at bay.

If your cat moults, leaving your clothes and furnishings covered in hair, take it out to the garden and Immac the wee scalliwag from head to tail.



ALIEN BREED

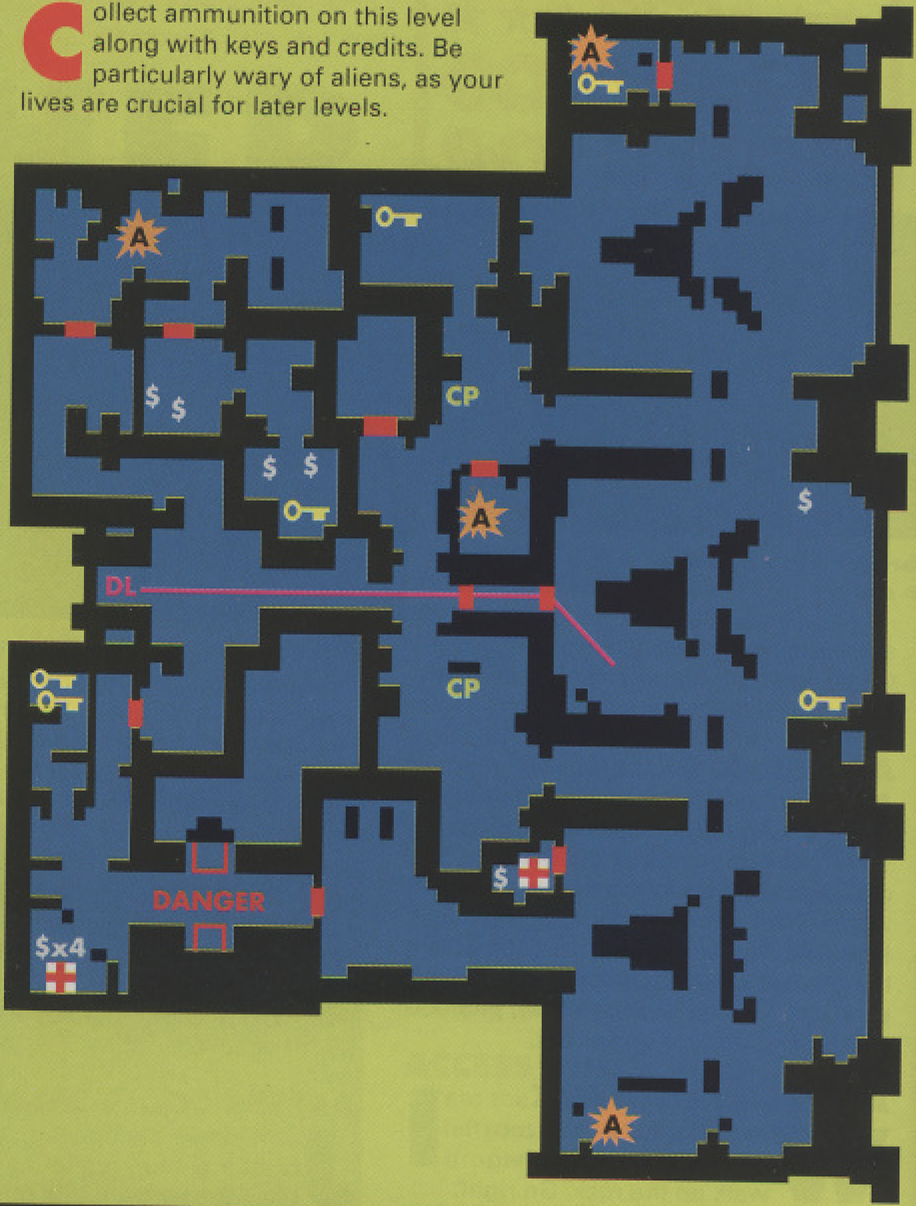
***Alien Breed*, huh? A corker of a game, we thought, but one in dire need of a map or two. The next day, when we unloaded the daily delivery from the ZERO carrier pigeon, we were presented with a coincidence of mind-blowing proportions – these *Breed* maps from *Paul Gibson* and *Daniel Page* unfurled before our very eyes!**

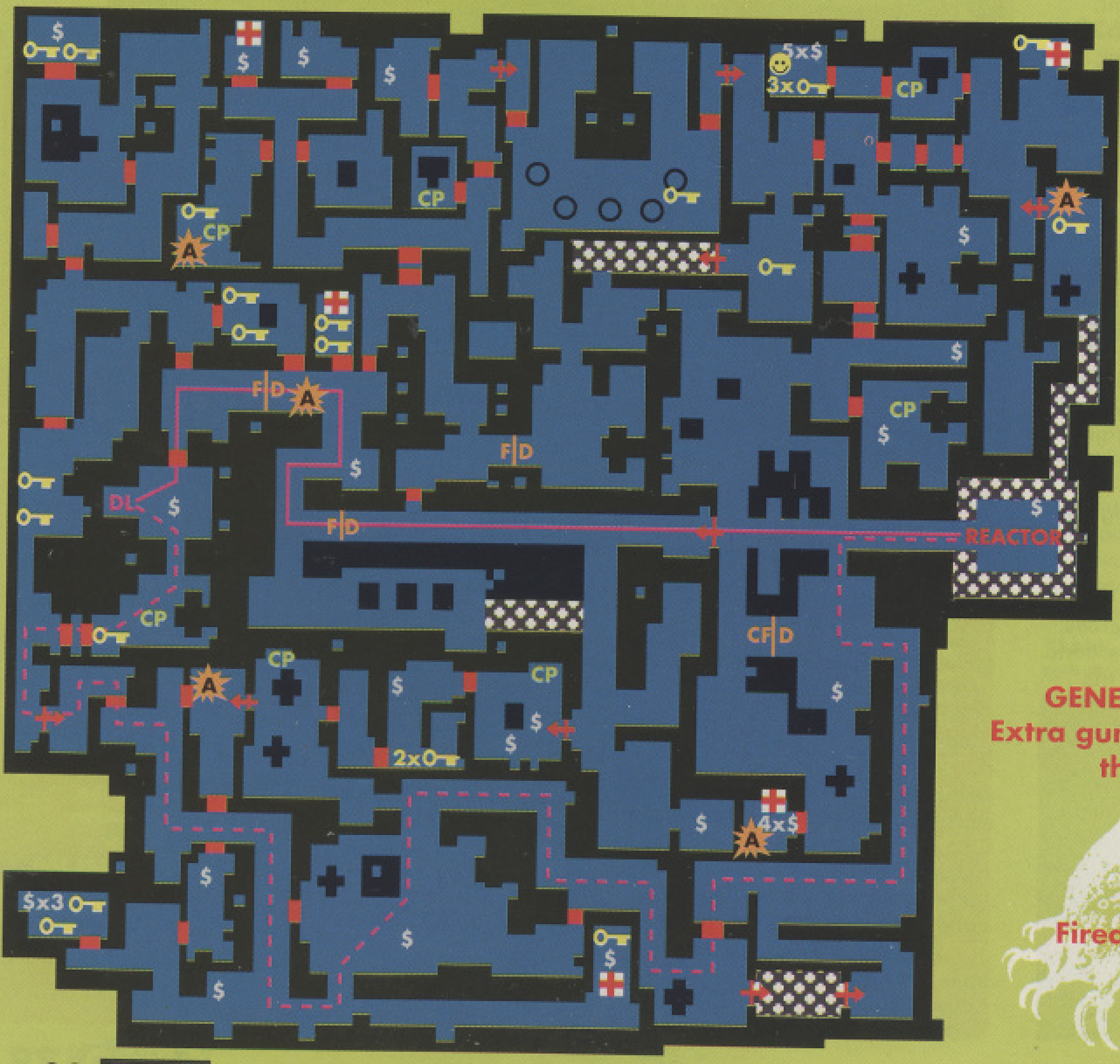
MAP KEY

- HOLES
- A AMMUNITION
- $ CREDITS (MONEY)
- KEYS
- FIRST AID
- DOORS
- CP COMPUTERS
- DL DECK LIFT
- ROUTE TO DECK LIFT
- ONE WAY DOORS
- F|D FIRE DOORS
- EXTRA LIFE
- ROUTE TO TARGET
- CHANNEL (PIT)

LEVEL ONE

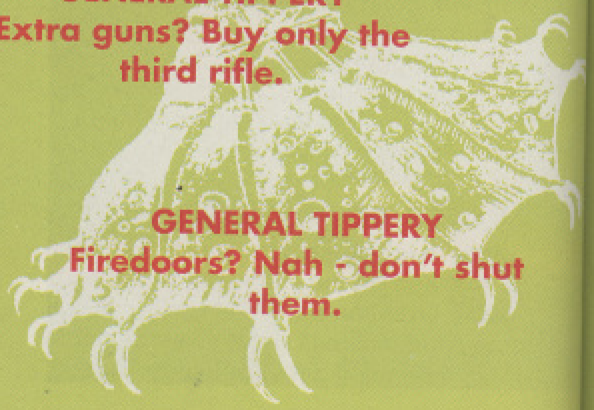
Collect ammunition on this level along with keys and credits. Be particularly wary of aliens, as your lives are crucial for later levels.





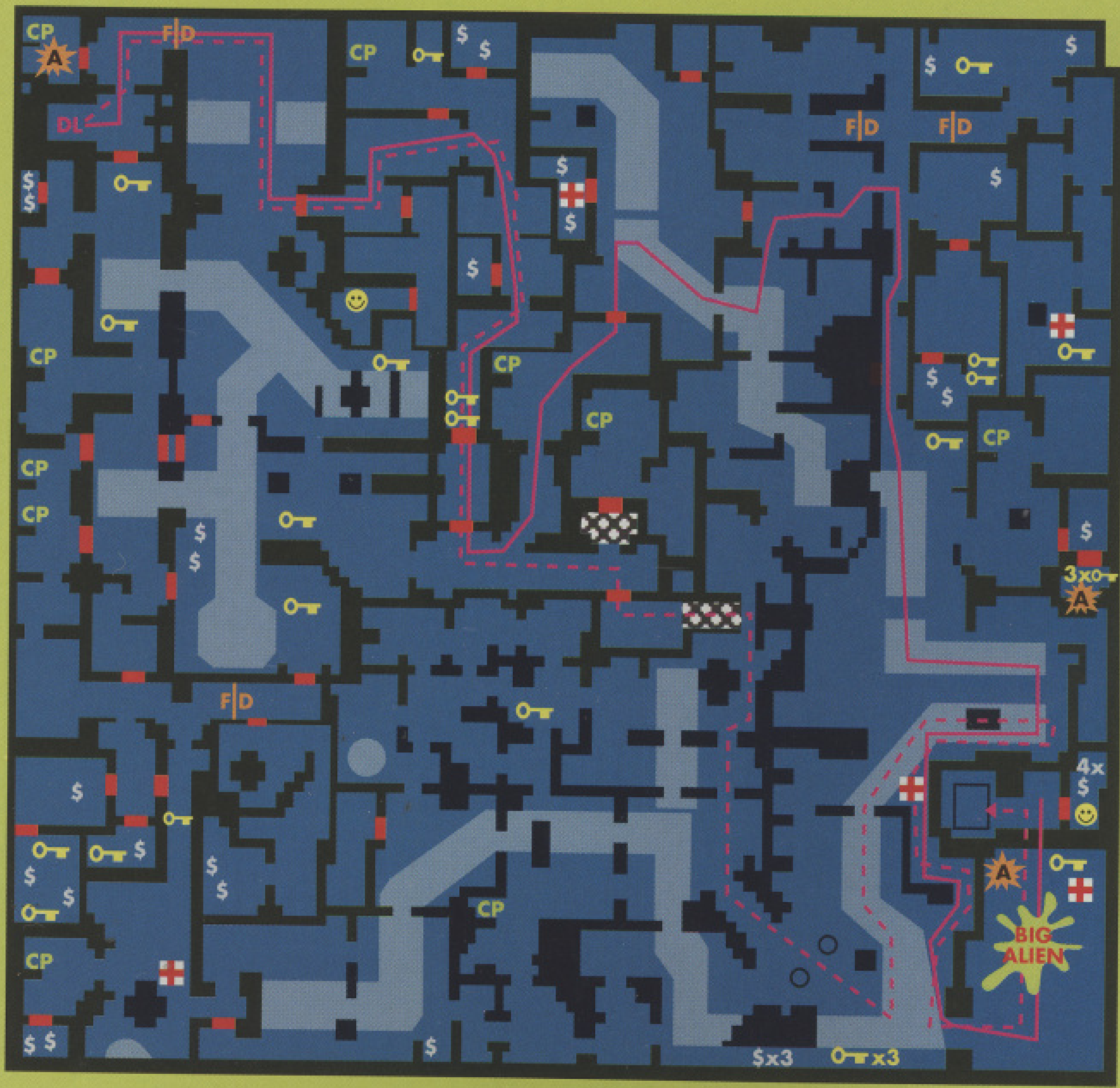
LEVEL TWO

Don't bother wasting energy collecting bonuses which are not along the route to the reactor (see map). Only collect bonuses which are out of the way if you are low on a particular factor. Once at the reactor, only one player should enter. Shoot the rotating objects, touch the reactor to start the countdown, and scarper back to the deck lift pretty damn pronto.



GENERAL TIPPERY
Extra guns? Buy only the third rifle.

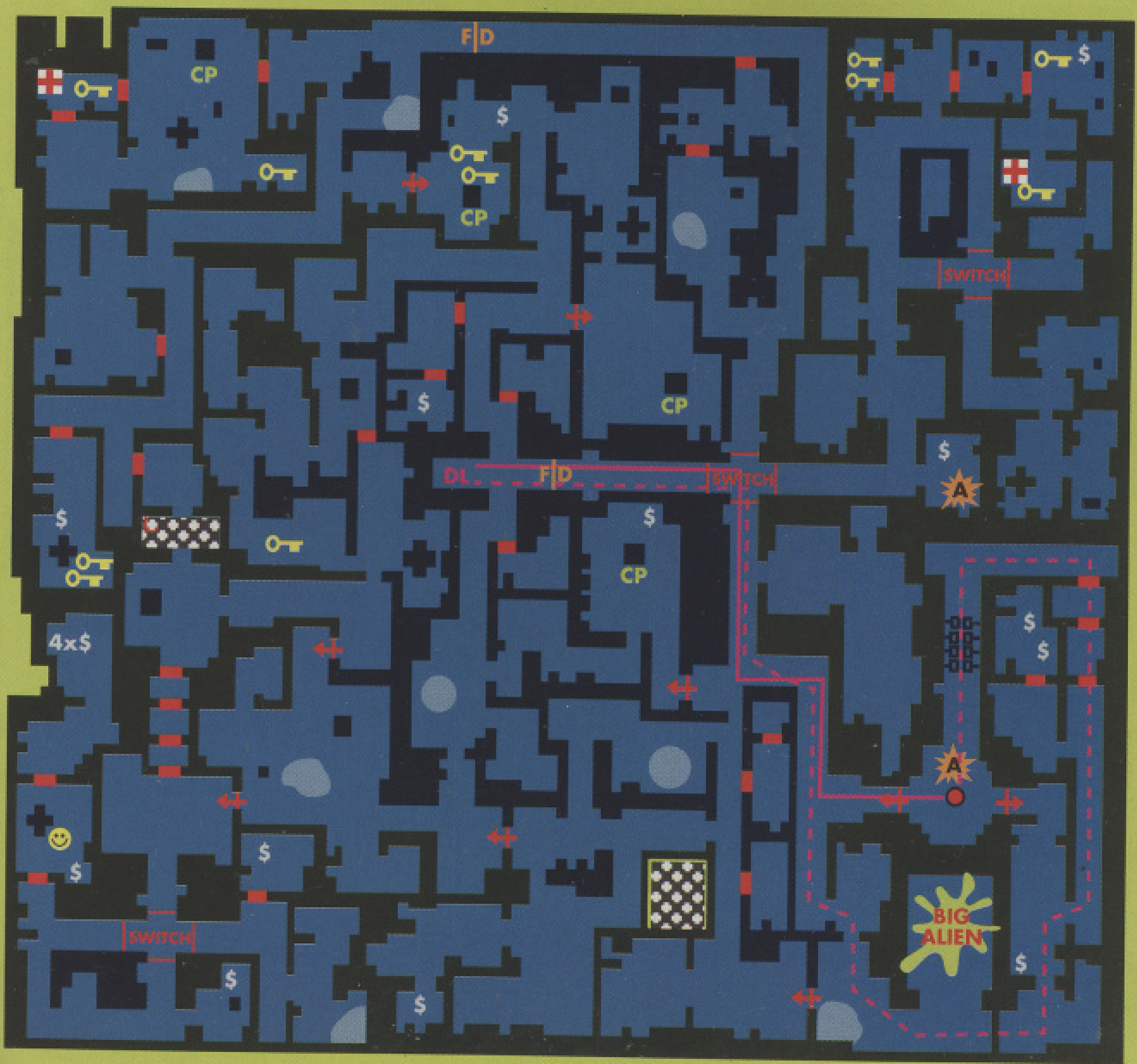
GENERAL TIPPERY
Firedoors? Nah – don't shut them.



LEVEL THREE

Follow the route shown on the map, refraining from opening doors for credits as this wastes keys. And you'll be in deep wock-a-moody if you fall down either the air vents in the floor or the deck lift into the channels. Ensure that you have enough ammunition and keys on approaching the objective for an effective escape. Once you arrive at it, kill the large alien guardian, collect the credits, ammunition and extra life, turn on the power supply and follow the route back to the deck lift, pausing the game if necessary.

GENERAL TIPPERY
The hand map? Your time doesn't go down when you use it.



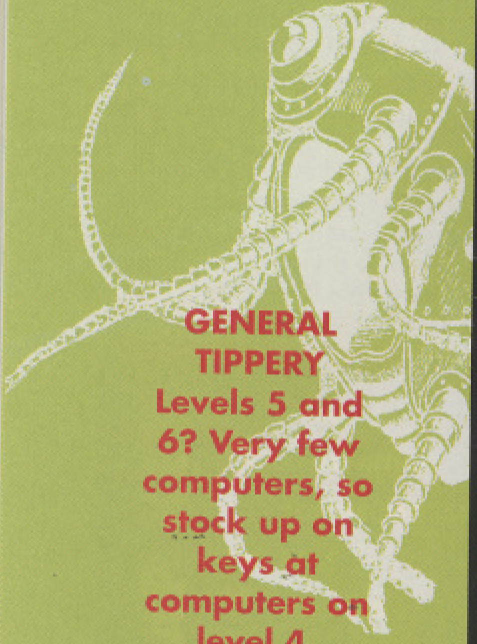
LEVEL FOUR

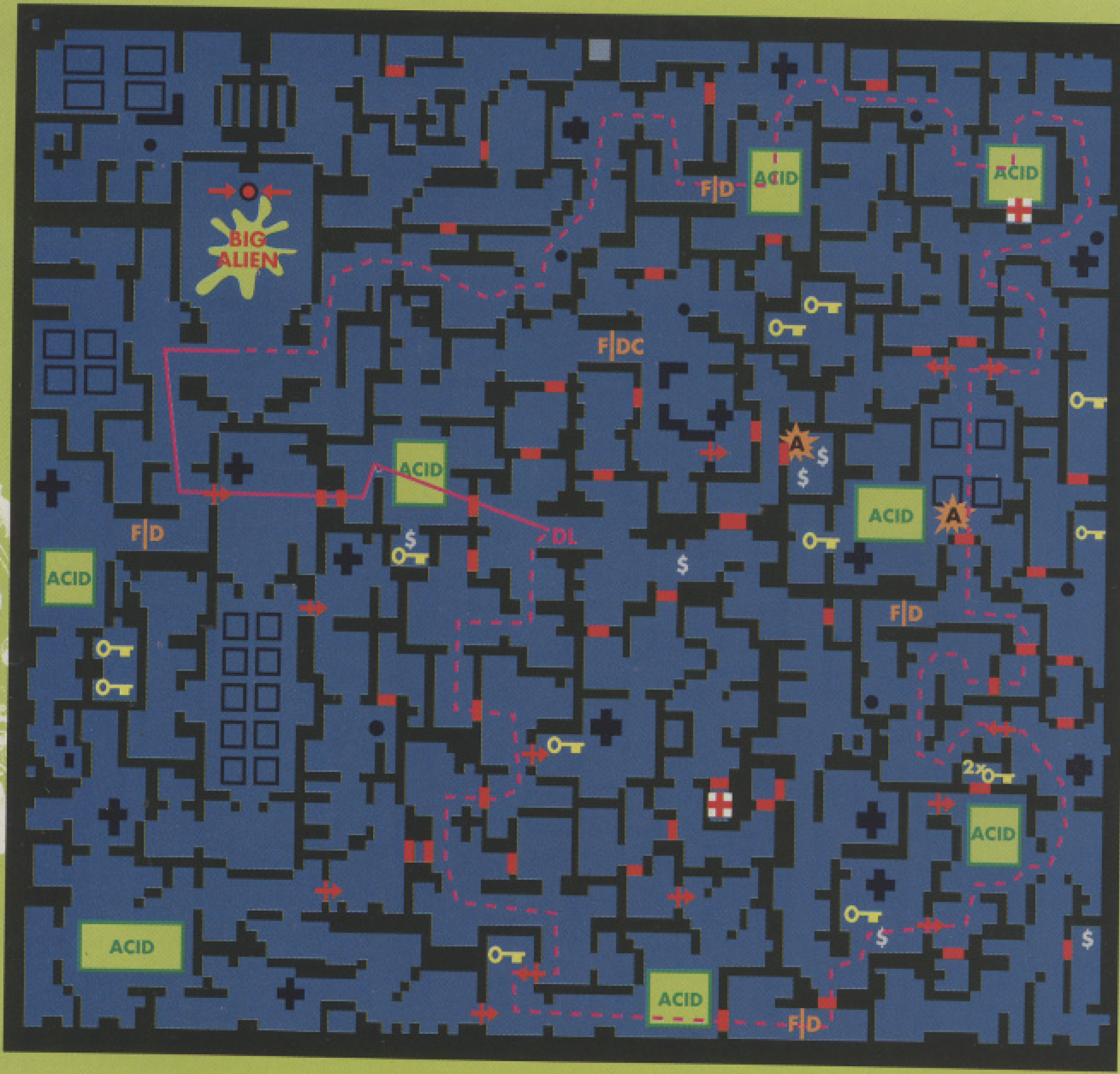
Use credits to buy those all important extra lives, whilst collecting as many keys as possible without deviating from the route on the map. Once at the objective, kill the alien and make your way to the button (shown on map). Follow the recommended route back to the deck lift, even though a life-losing laser beam must be walked through at the crossroads.

GENERAL TIPPERY
Credits? Use them to buy keys, and ammunition and initially a hand map.

LEVEL FIVE

Stick closely to the route on the map to avoid getting lost. Buy some keys from the INTEX system, as lots are required. Kill the large alien at the objective and use the map to find your way back to the deck lift.

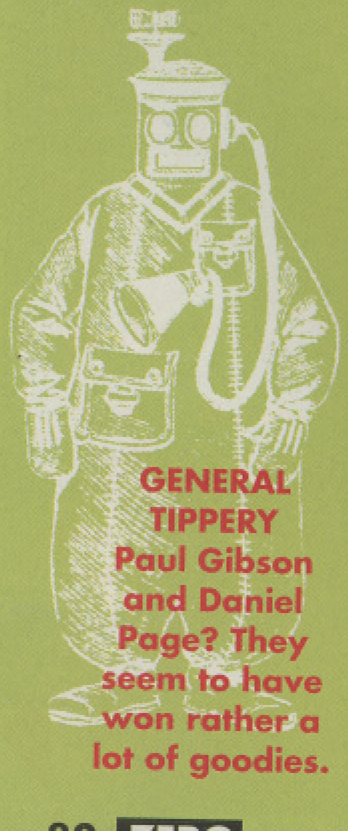


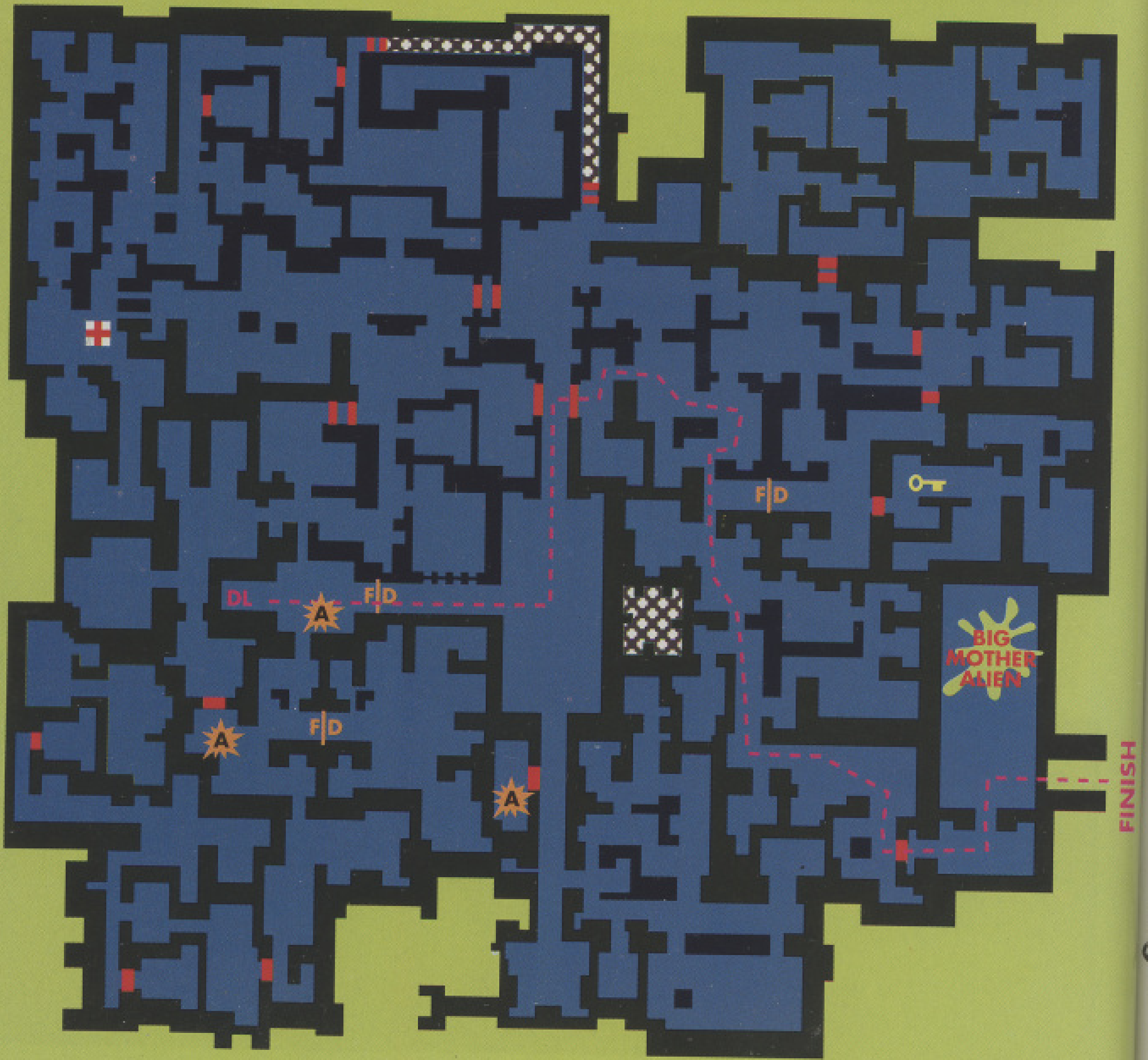


GENERAL TIPPERY Levels 5 and 6? Very few computers, so stock up on keys at computers on level 4.

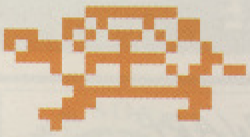
LEVEL SIX

Not much to say about this level really, except that loads and loads of ammunition is needed to kill the final queen alien.





GENERAL TIPPERY Paul Gibson and Daniel Page? They seem to have won rather a lot of goodies.



GUTLESS GULLY

If you're stuck in a game,
and need a quick tip,
This page's for you – read on
and get hip!
***Rich Pelley's* hints are**
incredibly handy
Even if you're an incurable
shandy.

ROBOCOD

First off this month
here's a cheat just for you.
From **Brendan McGouigle** –
here's what to do:
Press Control then Return,
your sprite will flicker,
You'll have infinite lives and the
music will go quicker.

MEGA-LO-MANIA

Mega-Lo-Mania,
phew what a game!
Still, I must say
it's hardly a shame
That **Chay Richardson** and
Scott Boyne sent in these codes
So I'll print them and then thank
them loads.

EPOCH	CODE	
	MADCAP	SCARLET
1	IVIAZXF1WMB	OVIAYASIWMC
2	ELEALUFOPNP	KMEAKXROPNQ
3	MOXALSLTFCZ	SPXAKVXTFCA
4	IFTAJNFPOVN	DGTAIQRPDVO
5	MCOALOIXVPR	SDOAGLLIVPS
6	NZHPVHLMLEN	SAIBUKXMLEO
7	QWCPHELHGLP	WXCBGHXHGLQ
8	MMYAFZEZXFD	SOYAECRZXFE
9	IQUBTYQSPAD	ORUBOVESPAE

MAGIC POCKETS

The Bitmap Brothers
stand out from the crowd.
Their games are good –
bet their Mums are proud.
Magic Pockets, their latest,
is quite good as well,
And **James Hatfield** knows a cheat –
do you think I should tell?
(*This bloke's a nutter. Ed.*)
When you fall over
because you've lost all your lives,
Keep your finger on fire,
er... parsley and chives.
You'll start the game again,
but still with your score,
So you can keep on playing
and score some more.
(Which is handy, because when you get
to 100,000 you become super-powered.)

POPULOUS 2

For *Populous 2* fans
here's a little treat,
Straight from the programmers,
a rather crafty cheat.
In fact, *Populus 2* fans
should watch this space,
Next month, something really
interesting may
take place.
But back to the cheat,
first activate lightning,
Hold down the left
mouse button, ooh,
isn't it frightening?
Depress '1' on the
keyboard, release the
mouse button.
The lightning remains,
but your manna
doesn't go down.
(Oops, lost it there.)



POPULOUS

I can't work out how to incorporate these level codes to the
newly re-released *Populous* into
a poem, so I won't try. And I
can't be bothered to print all the
495 codes sent by **M Beresford**,
so here are a select few, picked at
random and not in any particular order.
273 IMMEED
494 WEAVUSPERT
322 JOSDIEHILL
166 SWADEBOY
009 BURWILCON
999 KILLUSPAL
412 HAMOGOBOY
200 EOAMPHET
132 CALYMAR

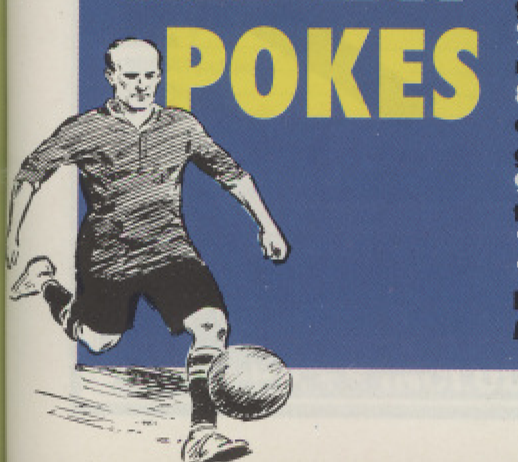
ALIEN BREED

Shoot 'em ups come
and shoot 'em ups go,
Just like leaves in the autumn,
or winter when there's snow.
Like a tiny little robin
perched on your shed,
Or your Granny at Christmas...
(*Just get on with it. Ed.*)
Ahem, righty-ho then, okay, my son,
Stand by the deck lift on level one.
Walk to the computer
immediately below,
Log on to INTEX
then type any of these codes...
PUFFNUTS MODE, ALIENS ARE
FAGGOTS, ALIENS SUPPORT MAN
UNITED, BEN JOHNSON TRAINED
THESE ALIENS, I WONDER IF DOLLY
PARTONS F***Y (*Can't print that. Ed.*) IS
AS BIG AS HER T**S. (*Or that. Ed.*)

STOP

Rich Pelley, ZERO, 14 Rathbone Place, London W1P 1DE is the address you'll be wanting to note down, so the instant you finish a solution, discover a hot tip, draw a map or poke a game, you can send it to me. Oh, go on – you know you want to.

ACTION REPLAY POKES



Action Replay pokes, anyone? Here's how to use them: 1. Buy an Action Replay interface from Datel Electronics. 2. Buy an Amiga. 3. Buy appropriate game. 4. Install interface. 5. Load game. 6. Press red button. 7. Press M, followed by given number before comma from list. 8. A row of numbers will appear – change first two to given number after comma. 9. Press Return, Escape, X, then Return. 10. Be forever in my favour. 11. Say "thank you" to Clive Lynes, Mr G Holmes and Mark Goodinson.

GAME	ADDRESS	TO CHANGE
BAAL	00FA20,FF	Lives
BATTLE SQUADRON	004DDA,FF	Player 1 Lives
BRAT	0080B7,FF	Lives
CHUCK ROCK	00697F, FF	Lives
FINAL FIGHT	001A1Y, FF	Credits
	001A33, FF	Player 1 Lives
	001A3D, FF	Player 2 Lives
FLOOD	017E77, FF	Lives
FRENETIC	0064B1, FF	Lives
NAVY SEALS	009CCF, FF	Lives
RAINBOW ISLANDS	00E337, FF	Lives
THUNDERHAWK	001631, FF	Medium range ATA
	00162F, FF	Short range ATA
	001649, FF	Anti-Tank Missiles
TWIN WORLD	00E337, FF	Lives
UTOPIA	0134A9, FF	Money
	013125, FF	People

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YIKES! THE READERS' PAGES

Send all your old crap to **Yikes! ZERO, Dennis Publishing, 14 Rathbone Place, London W1P 1DE** – there might even be a rather super free gift in it for you (if we feel like it).

This YIKES! introduction panel is more than just a mere box – so read on, or you may never know the answer to life, the universe and everything...

Okay, so why's it more than "just a mere box"?
It's the *exact size* of the box we're talking about. The ratio is of cosmic significance – 3,000:1,000:1. The 3,000 is the height, the 1,000 is the width and the Thickie brothers, the 1 is the thickness of the page.

But why is this of cosmic significance?
The most recent findings of Califor-nian scientists tell us that this ratio is exactly the same as that of the known universe.

What about the unknown *universe?*
The same scientists say that the the unknown universe follows exactly the same laws as the known universe!

So how did they discover this ratio?
They produced it by getting their super-computers to collate the four zillion megabytes of information they recieved from the Hubble telescope.

But the Hubble's crap, isn't it?
Well okay, it's not brilliant – bit of a cock-up on the mirror front, but...

So how do they know their information is correct?
Er, they don't actually *know*, but they're pretty confident .

Confident? That's not good enough!
Come on, now – you're going over the top. These aren't just wild, unresearched claims based on medieval religious gobbledigook – they're educated guesses!

But I deal in facts, not guesses.
Bah! Okay, here's a fact – send all your stuff: photos, letters, quizzes, coupons or anything else, to: **Yikes!, ZERO Magazine, 14 Rathbone Place, London W1P 1DE.** You'll win a fab goodie (if you're lucky).

That's more like it. All that other stuff was a load of old bull.
Oh, shut up.

THE ABSOLUTELY UNBELIEVABLE *YIKES* COMPO!

Win a 'MOONWALK LIKE MICHAEL' badge



Yes, it's *true*... YOU CAN WIN THIS BADGE!

Yes, you'd better sit down. This badge is the badge that everybody in the world is after – every single person in the *whole world.* But only one person can win it. And it could be *you.*

WHAT YOU NEED TO DO

Get somebody with a Camcorder to take video footage of you actually 'moonwalking like Michael', then simply send the video to us. We'll pass it onto our qualified panel of *'moonwalking like Michael'* judges, and if they feel that you really can *'moonwalk like Michael'*, you'll win the badge. No iffing or butting about it – the badge will go straight into an envelope and the postman will deliver it to your house within two days of it leaving our office. Yes – a first class stamp, no less.

RULES

- Anyone at all can enter, even Michael Jackson himself.
- You've got about a month to get your videos/photos in, so get cracking.

MOONWALKER COMPO: *Coupon 1*

Oh, thank you so much for giving me the chance to win such a veritable gem of a badge. But I deserve it, because as you can see from the enclosed video, I really can 'moonwalk like Michael'.

NAME ____________________

ADDRESS ____________________

POST CODE ____________________

MOONWALKER COMPO: *Coupon 2*

I'm afraid I didn't know anyone with a camcorder, so I've sent four photos instead. If you flick through them quickly enough, you'll see that I can 'moonwalk like Michael' too – easily as well as any of your poncey video-tape entrants.

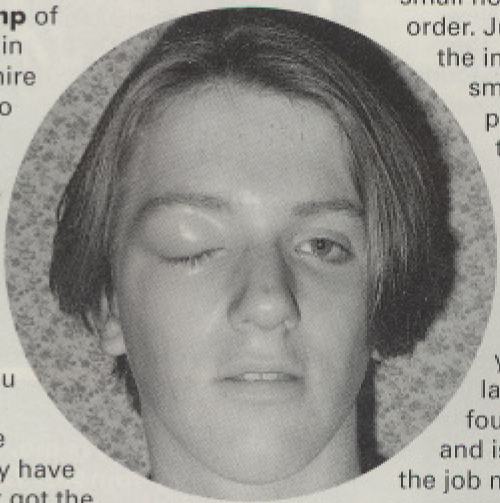
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JOYSTICK BEING ARRESTED BY A COPPER

If you're a regular reader, you'll know all about this, but if you're not, we'd better explain. We've been asking for photographs of coppers holding joysticks. Yes, 'the rozzers', with your joystick in hand. "Impossible!" you may scream, but it's not. Last month, Darren Holland of Notts managed it, so there's no reason for you not to have a go as well. Mind you, no-one's quite pulled it off this month – let's have a look, eh?



Bruce Kemp of **Lockerbie** in Dumfriesshire popped into his local nick, approached the Desk Sergeant and said: "Oy, pose with my joystick, you slag." Oh dear. To the point it may have been, but it got the wrong result. Better luck next time, Bruce. *(Don't believe a word of this, it's an old Smack In The Marth entry. Ed.)*

Mark Marling of **Wolverton** in Milton Keynes hasn't even sent a photograph, but his 'Guide To The Boys In Blue' could come in handy if you ever find yourself 'in the wrong place at the wrong time', so we're including it anyway. (But before we do, just one last reminder: photos of joysticks and the police please. That's the spirit, get your cameras.)

MARK MARLING's guide to dealing with the rozzers*

THE SCENE

After a night out at the pub/club/annual trainspotters' dinner and dance, you and a couple of your mates decide that a walk home in the fresh air of the wee small hours of the morning is well in order. Just as you're walking through the industrial estate, you hear it: the smash tinkle of broken glass, the pitter-patter of heavy DM's and the screech of rubber on concrete. You decide to investigate and find that the local electrical warehouse has had a window smashed in – and that the stock has been considerably depleted. One of your mates, who is rather lacking in the IQ department, has found a piece of lead piping nearby and is just about to demonstrate how the job must have been done, when...

THE ROZZERS

Yes, you've guessed it, who should turn up other than the dreaded boys in blue? That's right – the law, the fuzz, the cops, the five-ohs (look that one up in your trendy, black rap-musician phrase book). So you're caught red-handed – bang to rights. You could be forgiven if all you can think of to do is stick your hands out and say: "It's a fair cop, guv." But all is not lost.

TACTICS

In this situation, the single most important thing is your reaction to the police turning up – you have to try to make the cop as surprised as you are. Drop to your knees and shout at the top of your voice: "Thank God, a police officer." This will cause your average bobby mass confusion. He'll think: "Wait a minute, I thought these lads were turning over this warehouse..." The worst thing you can do is to try and leg it, because you can bet your life that half the Thames Valley force are hiding very close by – you'll be well and truly nicked.

THE BUST

If your confusion tactic doesn't work, you'll be in the back of the dreaded blue fuzzmobile, winging your way to the local cop shop. You can try bribery if you like, but it's probably too late for this, so it's on to...

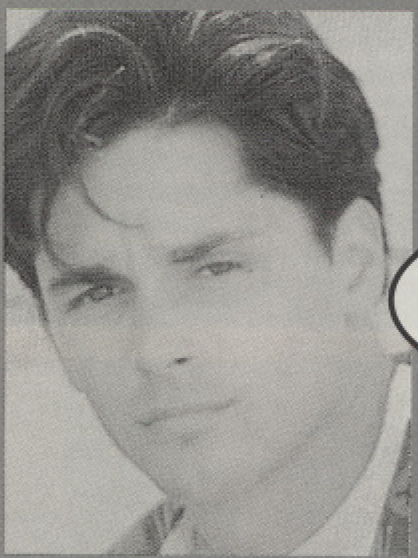
THE NICK

Confusion tactics didn't work, bribery wasn't even a goer and you're now at the station, in the charge room, deep in the bowels of the earth. Then you're thrown into the holding cell, which is where you make your move. Firstly, locate the second drunkest, dirtiest looking bum around (this will be a tramp – the first drunkest, dirtiest looking bum will be the duty solicitor, and you don't want him). Swap clothes with the tramp, and next morning a police officer will release you from the cell, as he'll think you're just an overnight drunk-and-disorderly job. So that's it – you're scot-free, while the tramp gets two years in the 'Scrubs for breaking and entering.

THE RITUAL

If this fails, you will find yourself in court, but all is not lost. Just go up to the judge, raise your left foot and slip your right arm under your knee. Shake the judge's hand with your right hand and whisper "Hello, sailor. It would be a shame for me to miss the Lodge's Spring Equinox dance/donkey appreciation evening just because I'm banged up." If that doesn't work, nothing will. Pentonville here you come

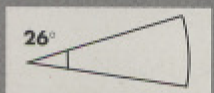
THE STARS' FAVOURITE ANGLES: No. 1 Billy Warlock (of *Baywatch*)



Angles, eh? Everyone's got a favourite, whether it be a tiny acute number such as 18° or a phenomenally obtuse 355°. But what about the stars? The personalities we see on the telly? What about them? This month we ask Billy Warlock of *Baywatch* fame.

I like many angles, but I kinda guess that, if pushed, I'd go for a smaller one. Under 45° probably. Let me think... hmmm... yeah, I reckon my favourite would have to be somewhere around the 30° mark. Let's say 26°, shall we? Way t'go!

Here's a diagram of Billy's favourite angle, 26°. (He's some dude, huh?)



NEXT MONTH: Philip Schofield

(Er... actually, we mean 'your friendly local constabulary'. Ed.)

HOW TO DO THINGS VERY EXCELLENTLY INDEED

BY DAVE EXCELLENT



Hello! Dave's the name, excellence is the game. Yup, it's me again – Dave Excellent, the splendidly excellent ZERO correspondent. I'm so unbelievably skill, you wouldn't believe it. I can do anything, me – even if it's the most complicated thing in the world and I've never done it before. Fly the space shuttle? Easy, just press a few knobs. Free fall parachuting? Easy, just pull the rip-cord before getting too low. Cave diving? Easy, just swim for a bit and don't get lost. Run a multi-national corporation? Simple, just sit at a desk and answer the phone while studying a graph. End global pollution? A piece of cake, just ban all cars (except mine).

I could go on and on and on, but there's not much point really, because you've done it for me. Yes, your puny challenges have been flooding in again, and it's time for me to deal with them once more. **Anthony Bryson-Smith** of **Fenham** in Newcastle-on-Tyne kicks off the show with what I suspect to be a stab at Socratic irony: *"My problem for Dave is this: work out 2+2."* Fair enough. If I'd decided to move into the realm of imaginary numbers, my reply might have been different, but I decided against it and have gone for the more obvious answer of four... 2+2=4. I expect someone somewhere will argue with that, but that's life.

Okay, next. **The Wig** of **Hove** in Sussex suggests I try to do this: *"Get out of a two-mile-deep hole, which has perfectly smooth greased aluminium walls."* Is that all? What about the 'conditions'? He doesn't mention any restrictions (such as no rope etc.), so from the many choices avavilable to me, I think I'd probably plump for the rocket-pack option. I'd jet out of the hole on full afterburn.

Andrew Wright of **Doncaster** in Yorks reckons I'll be unable to solve this: *"Dear Dave, I bet you're too thick to know how to re-colonise earth and colonise under the sea after a nuclear war."* The answer, however, is simple, and involves me, Dave Excellent, bonking a lot.

Lord Baz of **Wirral** in Merseyside is here again with another of his bizarre problems: *"Throw an ordinary needle, which is super-glued to Mount Everest, to the super dooper moon. You mustn't touch the mountain or the needle or anything else."* Oh dear, a bit of a poser, that. If I'm not actually allowed to touch anything, I'd have to get someone else to do the work. What I'd ask them to do would be this: place an enormous quantity of nuclear explosives in New Zealand so that, when detonated, the planet Earth would be propelled (Mount Everest first) towards the moon. Needle to the moon – QED. Although this plan would work admirably, a small side-effect would be the entire destruction of New Zealand. (Still, it would be a small price to pay when you think about it – after all, New Zealand's not particularly excellent and nobody would even notice it wasn't there once the dust had finally settled.)



MOUNTAIN LUPINS New Zealand

And that appears to be that. Another bevy of challenges laid to rest in an excellent way. Do you think you can stump me? You probably do, but you'd be wrong, because you're not excellent enough. Nobody's as excellent as me.



Dave Excellent's a bit of a git, isn't he? And I don't think he's quite as excellent as he seems to think he is. I wonder if he could solve this little problem?

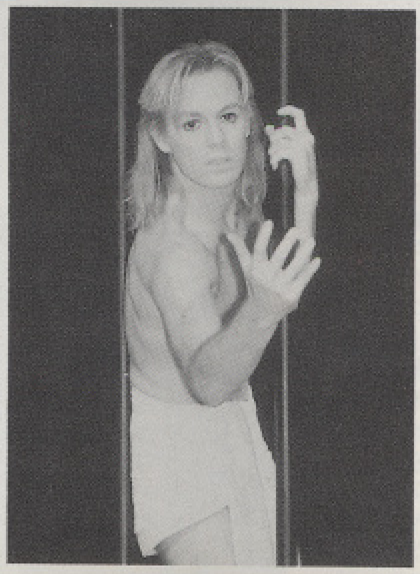
NAME

ADDRESS

POST CODE

CLAIMS TO FAME

We ask you to send us photographs of yourselves standing next to someone famous, and you've all been a bit useless again. In fact, we almost cancelled the *Claims To Fame* section this month. But then, at the very last moment, an envelope popped into the *Yikes!* tray which saved the day. So here's what it contained...



Dear ZERO,
My claim to fame is me. I'm famous. Very famous. This photograph shows me standing on my own, in a pose women find very hard to resist. Guessed who I am yet? Yes, of course you have – I'm Jason Donovan, from Sydney in Australia (although I'm in your country at the moment). I'm an ST owner and have been reading your fabulous magazine for over a year. If you could see your way to sending me a free game, I'd quite like *Fort Apache* from Impressions.
Thanking you in advance,
Jase.

Well done, Jason. A copy of Impressions' *Fort Apache* is on its way. Oh, by the way, Amaya came to see your *Joseph And The Amazing Technicolour Dreamcoat* show and she thought you were totally fab.

SO WHAT'S IN NEXT MONTH'S YIKES? ER... YOU'LL JUST HAVE TO WAIT AND SEE

GIVE OR TAKE

If you have a crusty old ST or Amiga that you want to shift, then here's your chance with ZERO's own version of *The Antiques Roadshow* – Give Or Take. Then again, this page is not the sole domain of the Arthur Daleys of the computer games world. If you wish to swear your undying love, or even plead for undying love, this is the place for you too. But remember – trade ads are strictly forbidden, and any pirates will find themselves walking a swift plank to our chums at FAST, so there.

HARDWARE

● Commodore MPS 1550C colour printer and accessories for sale. Hardly used. Cost £300, accept £200. Ring (051) 546 5643.

● Atari 520STFM, only £270. Including *Pacland, Robocop, Thunderbirds, Dragon Ninja, Speedball, New Zealand Story* and lots more. Ring (0494) 528592 after 3.30 for details.

● Amiga, A501 upgrade, second disk drive, OKI 390 Microline printer (24 Pln), Naksha mouse and mat, disk boxes, multi-player adaptor and loads of software - £550. Ring Ray on (021) 327 5931 after 6pm.

● Amiga with Philips monitor, Ram expansion, LC10 printer, 6 joysticks, mouse and 200 games. Sell for £950, also Atari Lynx games for sale. Phone for more details on (0920) 462550.

● Amiga 500 with upgrade, extra disk drive, joystick, mouse and over fifty games, £400 ono. Tel. (0422) 340610.

● Amiga 500 with Ram upgrade, manuals etc, plus over 20 games. Only 6 months old, offers over £375. Phone Sven on (021) 429 5206 – cannot go lower on price.

● ZX Spectrum +2 with around 50 games including *Robocop* and *Paperboy*, will sell for £200 or swap for Lynx or Gamegear plus games. Contact C Georghiou on 803 1598.

● Upgraded Amiga 500, two Comp Pro joysticks, £400 worth of software including *Monkey Island, Toki, F15 2, Gods, Lemmings, Kick Off 2, Man Utd Europe*. Worth £1000, price £350, phone Jason on (0790) 52024.

● Atari 520STFM, £1500 software including *Powermonger, Kick Off 2*, blank disks, disk boxes, Quickshot 2, Naksha mouse, all in good condition. £350 ono, phone Leigh on (081) 531 6980.

● LYNX plus *Electrocop* games cartridge for sale. Ideal present, all for just £65. Phone Anthony on (0603) 487133.

● Amiga 500, Star LC10 colour printer, A501 Ram upgrade, external drive, games, all leads, fully boxed. Worth £1300, only £600. Contact John (0623) 661627.

● Sega Mega Drive with joypad and two games, *Strider* and *Super Hang-On*. Two months old, altogether cost £250, sell for £200. Tel. (0753) 29667.

● Atari STFM, 2 joysticks, boxed with leads, manual, mouse and mat. A few games including *F-19 Stealth Fighter* and *Speedball*. B&W TV also. £250 ono, ring (0625) 614105, ask for Geoff.

● Atari 520STFM and over £200 worth of software, only £195. Telephone Mike on Southend (0702) 344680.

SOFTWARE

● I will swop my *Turtles* software for either *R-Type* or *Ghosts And Goblins*. Phone or fax Graham on (0453) 826883.

● Swop Amiga *Escape* for *Colditz* or *Gettysburg* for *Railway Tycoon* or *Battle Stations*. Must be in mint condition and contain all instructions etc. Contact Stuart Hardy on (0909) 771528.

● Amiga games to swop. *Rick Dangerous 2* and *Gremlins 2* for *Speedball 2*. If interested, send your letters to Paul Noone, 4 Iona Grove, Athlone, Co. Westmeath, Ireland.

● Swop *F-19* and *Leisure Suit Larry 2* for adventure or flight simulation games. N Odgers, 9 Park Crescent, Falmouth, Cornwall, TR11 2DL.

● Amiga swops: *Batman, Lemmings* and *Chase HQ* for *Powermonger* and *Toki*. Write to: C Steven, High Stonecroft House, Newbrough, Northumberland, NE67 5AY. Tel. (0434) 674615.

● Swop my *Midnight Resistance* or *Murders In Space* for *Life And Death* or *Operation Stealth*. Call Steven on (0700) 504749.

PEN PALS

● ST contacts wanted to swop cheats, games etc. All letters read and replied, so write now to: Simon Guilar, 23 Buckstone Drive, Edinburgh, EH10 6PH. Tel. (031) 446 2348.

● Contacts wanted from anywhere to everywhere to swop demos etc. Send lists or disks for a 100% reply to: Darren, 76 Highfield Road, Middlesborough, Cleveland, TS4 2QP.

● Amiga contacts wanted. Interests: games old and new, hints and tips etc. 100% reply. Write to P Rance, 10 Pine Close, Canvey Island, Essex, SS8 9JL.

● PC contacts wanted for swopping. 100% reply. Write with a list to: Gunnar Deinboll, Roseveien 1, 3043 Drammen, Norway.

● Atari ST contacts wanted to swop games, tips and hints etc. Write to: Hannu Hytonen, Raekentajantie 4B21, 153870 Hollola, Finland.

● Fast Amiga contacts wanted to swop games. 100% reply. Send soon to: Sean Corrigan, Loughtown, Lower Newcastle, County Dublin, Ireland.

● IBM PC contacts wanted for PD and anything else. Write to Mike Ling, 14 Everest Street, Burnside, Christchurch, New Zealand 8005. 100% fast reply, send lists.

● Amiga contacts wanted. 100% reply. Send lists or disks. No lamers please. Write to: Stuart, 54 Frank Street, Gilesgate, Durham, DH1 2JF or phone (091) 384 5871.

● Aussie Amiga owner wants Amiga contacts from all over the world. 200% reply. Send to: Jason Werrett, 10 Harkins Street, Balga, WA 6061, Australia.

● IBM PC contacts wanted to swop games, demos, Soundblaster stuff, solutions or anything else. 100% fast reply. Send lists or disks to: Morten Walderhaug, Nordstrand, 6050 Valderøy, Norway.

● Amiga contacts wanted to swop games etc. Please write to: Jay Gibson, 38 Harold Road, Chingford, London E4 95N

LONELY HEARTS

● Lonely male Amiga owner looking for great-looking girl interested in the Amiga. Contact David Turner on (061) 344 0125 or write to: 210 Stockport Road, Ashton-Under-Lyne, Lancashire, OL7 0NS. I am 13.

WANTED

● Wanted by student – very cheap 5.25 inch internal or external drive for Tandy 1000SL. Contact Michael Wiltshire on (0772) 561191.

● Amiga owners wanted to help start a PD user group. Please help. 100% reply. Write to: Angus McBangus, 110 The Grove, Christchurch, Dorset, BH23 2HE. Write soon!

● Wanted ZERO issue 2, with disk. Will pay more than cover price if in good condition. Ring Andrew on (0484) 656635 - it may be an ansa-phone, but please leave a message.

● Atari ST PD to swop. Send your lists to: Chris Palmer, 27 Stanmer Villas, Brighton, East Sussex. I swop on a one-to-one basis.

FANZINES

● Amiga disk magazine – *Falcon*. Full of demos and useful details, £1.75. Make cheques payable to Glenn Keeler, send orders to: Falcon, Cintra, St Geordes Close, Thurton, Norwich, Norfolk, NR14 6AY.

● *Deluxe Amiga* – the monthly magazine for only 75p (+25p P&P) including an exclusive review of *Terminator 2*. Send a cheque/PO to: Anthony Grace, 2 Furzefield Crescent, Reigate, Surrey, RH2 7HQ.

MESSAGES AND EVENTS

● Hi, Paula Rose. Thanks for an ace time on holiday. Don't forget to write. I'll send you the photos. What are you like!?! Loads of love, James The Posh Talker.

BIRTHS, MARRIAGES, DEATHS AND DIVORCES

● Bonjour, the only death will be mine as I keep mentioning William Holt's name in ZERO. Signed, Tom 'Dwarf' Fox.

● Best Wishes to Peter The Complainer, who has just married Carla The Carp, from the MC Boys. *Back To The Future* rules. Hello to Ben Head and Marty Extreme.

STOP

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WIN

A FANTASTIC LEATHER FLYING JACKET WORTH OVER £150! PLUS TICKETS TO THE BOSCOMBE AIRSHOW!

Yes, your fave games mag has done it again! In yet another truly amazing competition, we've joined forces with top software company MicroProse to give you the chance to win a totally flash leather flying jacket! What's more we'll give our 1st prize winner, 2 tickets to the Boscombe Airshow, to be held at Boscombe Down on Saturday 13th and Sunday 14th June 1992!

PLUS RUNNER UP PRIZES! 9 PAIRS OF TICKETS TO THE BOSCOMBE AIRSHOW FOR EITHER SATURDAY 13TH OR SUNDAY 14TH JUNE 1992!

TO ENTER, ALL YOU HAVE TO DO IS CALL THE ZERO COMPETITION HOTLINE WITH YOUR ANSWERS TO THESE 3 SIMPLE QUESTIONS...

1. Which is the latest game by those fab people at MicroProse? (TIP: It's reviewed in this issue!!)
- a. Knights of the Sky
- b. Knights of the Roundtable
- c. Nightmare on Elm Street

2. Who starred in the movie 'Top Gun'?
- a. Tom Jones
- b. Philip Schofield
- c. Tom Cruise

3. Which Airshow will you be visiting if you're one of our lucky winners?
- a. Boscombe
- b. Farnborough
- c. Bognor

A recorded message will ask you each question in turn, All you have to do is answer a,b or c (what could be easier?!). Don't forget to speak clearly and remember to leave your name, age and address as well as your chest size and whether you'd like tickets for the Saturday or Sunday (Psst! You can enter as often as you like!)

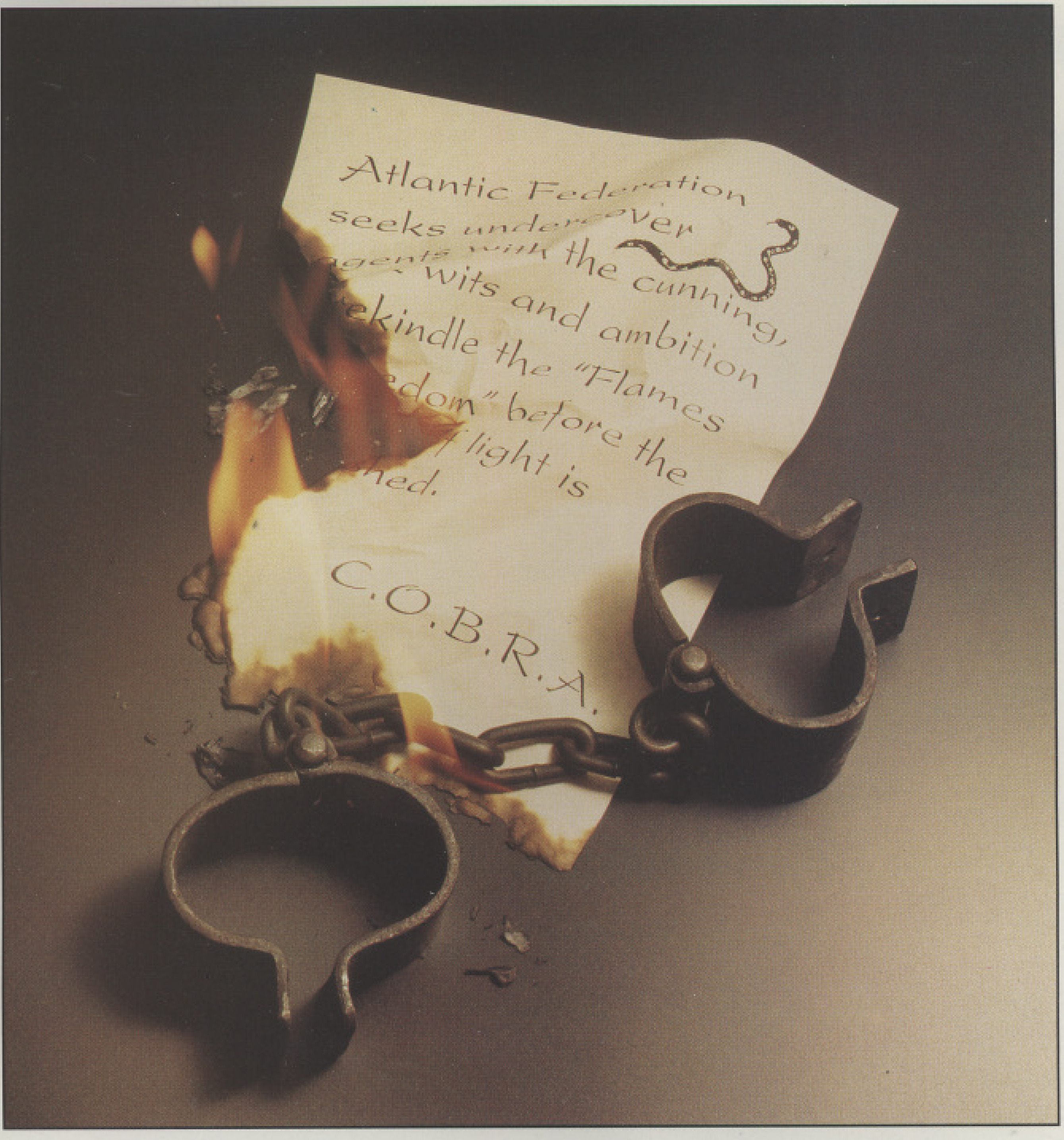
LINES OPEN NOW!

Call our competition hotline!

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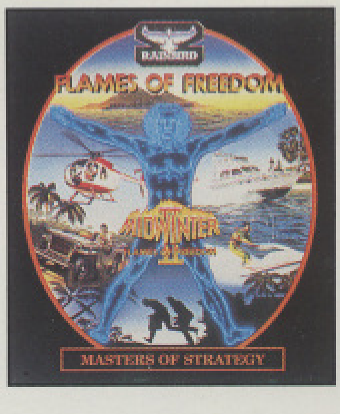
Lucky winners will be selected at random from all correct answers received between midnight Monday 10th February 1992 and Friday 13th March 1992. Lines are open 24hrs/day. All calls will be charged at 36p per minute cheap rate and 48p per minute at all other times but please check that it's OK to use the phone if you're not the one who has to fork out for the bill!
Employees of Dennis Publishing and MicroProse and their families can't enter! We reserve the right to use winners' details in post-competition publicity material.

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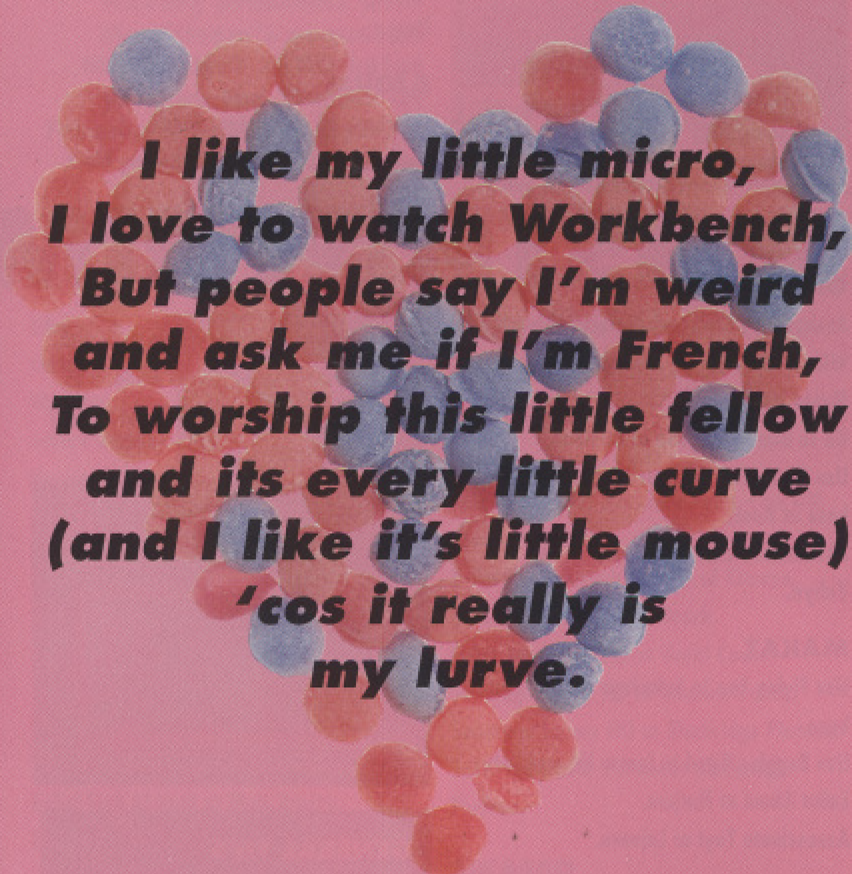


ISSUE TWENTY-NINE ZERO

SPINE COMPO! Write in and tell us how many willies a boy snake has, and you can win, er... a bag of jelly snakes!

MARCH 1992





I like my little micro,
I love to watch Workbench,
But people say I'm weird
and ask me if I'm French,
To worship this little fellow
and its every little curve
(and I like it's little mouse)
'cos it really is
my lurve.



FREE TIPS BOOKLET!



A Special Valentine's A-Z Of Cheats Booklet

CONTENTS



Hello, Young Lovers! This is the moment you've all been waiting for! (I've been waiting so long, I feared I might pop my clogs beforehand). I was simply delighted when ZERO asked me to introduce this lovingly compiled A-Z definitive cheats directory. It's everything a man or woman could possibly want from life – the cheats cater exclusively for ST, Amiga and PC owners. Just think – you'll never have problems again, your popularity will soar, and you may even end up writing some rather excellent books like my good self. *(And become a high fashion icon. Ed.)* But before you launch into this wondrous tome, read these words of wisdom from a former success story: Donna and Shane.

Donna remembers: "I can't believe how much my life has changed since I bought a copy of *Your Cheating Heart*. It was love at first sight. I would never have imagined such joy could be possible. When we first met, of course, there were the usual teething problems. I couldn't get to grips with the hi-score cheats. Then some-one told me I could only type them in to the table if I had enough points. Silly me!

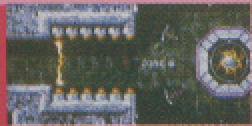
Code word cheats were no problem – just a case of typing the special words in at the right place. Keypress ones require a well co-ordinated body (like mine) to enable you to use both function keys and joystick simultaneously.

I was a boring old spinster until I discovered *Your Cheating Heart*. Now I'm a boring old housewife. Thank you, ZERO, for changing my life."

Shane recalls: "I first spotted Donna on the number 92 bus, clutching a copy of *Your Cheating Heart* close to her bosom. I wanted it so much. I got off at the next stop and rushed to the newsagents, but they were sold out. I scoured the shops obsessively, but to no avail. Oh, how I yearned for it! So I waited at the bus stop for six days and nights until Donna turned up again. Now my friends no longer call me 'Shandy' Shane. Marriage was a small price to pay."



Tips & cheats compiled by Pokemasters Daniel 'Pembers' Pemberton and Richard 'Rich' Pelley.



Alien Breed
Amiga

Log on to the computer on level 2 and try typing one of the following: ALIENS ARE FAGGOTS, PUFFNUTS MODE, BEN JOHNSTONE TRAINED THESE ALIENS, GALLUP or LIVERPOOL.

Amnios
Amiga

Try these level codes: PLFRmnLQSn, LSnBRGnSLQ, LKmCTKSCDF, STBnLmRCHL, RCHLmCLRMS and THBSTSTFTT.

Another World
Amiga, ST, PC

The following is a complete list of entry codes for the twelve levels: EDJI, HICI, FLLD, LIBC, CCAL, EDIL, FADK, KCIJ, ICAH, FIEI, LALD, LFEK.



Apprentice
Amiga, ST

Press Tab, then one of the following passwords: DRUID, WIZARD, SPELLS or FAERIE.

Armalyte
Amiga

Pause the game and type in DELTA 3 for infinite lives.



Army Moves
Amiga, ST

Type in KARENBROADHURST on the title screen for infinite energy.

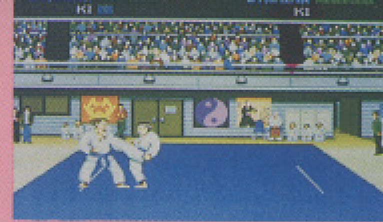
Atomino
Amiga, ST

Try these passwords: PLANKTON, INFERNAL, TAURUS, PHOTON, SOUP and SULPHATE.



Back To the Future III
Amiga, ST

To get infinite lives, just type in the following on the storyboard sections... Level 1: ROTTEN CHEAT; Level 2: LOUSY CHEAT; Level 3: LOW DOWN CHEAT.



Battle Valley
Amiga

Type in ROGER MELLIE THE MAN ON THE TELLY for infinite lives.

Beast Busters
Amiga, ST

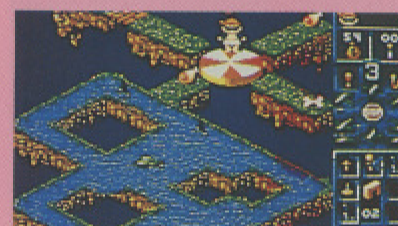
Pause the game and you can still move the crosshair around. SPOOK!

Blues Brothers
Amiga, ST

On the character selection screen, type in HOULQ followed by the level you want. So for level 5, type HOULQ5.

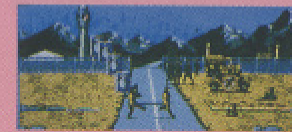
Brat
Amiga, ST

Try these level codes: SUMATZEE, NOKITAGO,MOZIMATO, MOKIMITEMO, ITSANONO, NAGAITSU. If you want to skip a level, try pressing 1, / and 8.



Budokan
PC

Move your fighter to the bottom right-hand corner and then press B to go to a *Breakout* sub game!



Cabal
Amiga, ST

See the *Beast Busters* cheat, because it's exactly the same!

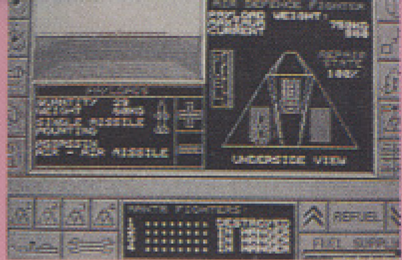
Captain Planet
Amiga, ST

Dead crafty, this one is! But you'll need a copy of *Captive*. Load *Captain Planet* as normal, but on the level selection screen insert your *Captive* disk. Press Fire and the screen will say 'Disk error.' Now re-insert your *Planet* disk and the cheat will be active. Also press Escape during play to go to the level selection screen.

Cardiaxx
Amiga, ST



Pause the game and type in RACHAEL. Now press the left Shift key, then H. Alternatively, try typing in CAROLILY.



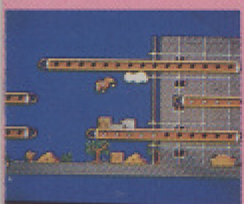
Carrier Command

Amiga, ST

Pause and type in GROW OLD ALONG WITH ME. Now you can toggle immunity with the + and – keys.

Car-vup

Amiga, ST



Try the following codes on the high score table: WHOOPSIE: You start on the prehistoric level; WOAARRGGH: Gives you speed; PUSSYCAT: Nine lives. Also press Z for brakes!

Castle Master

Amiga, ST

Once you've started the game, press Shift + L and then the right mouse button about 25 times until you hear a noise. Look forward and you'll see four coloured boxes. Shoot them for either infy lives, all 10 keys, the ending, or rock travel!

Chips Challenge

Amiga, ST, PC

For infinite, er... loads of things, press F then type in SAGITTARIANS MAKE BETTER LOVERS. Also, you can press C to skip a level. Here's some level codes to try out too: GCCG, EVUG, OLLM, QJXR, QBAO, FLXT, XHIT, LUJT, SJUK and YBLI.

Chuck Rock

Amiga, ST



Type in the following on the screen with the band on:

UNCLE SAMS: Infinite energy

MORTIMER: Press F1-F4 to select zones

TURN FRAME: Change level by pressing 1 to 4

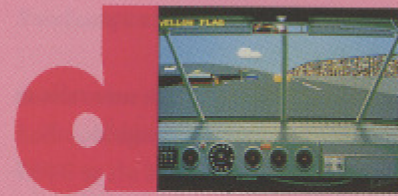
ESTRANO: Press Left Shift to make Chuck fly.

CJ's Elephant Antics

Amiga, ST

Type ITCHY ARSEHOLES on the title screen for infinite lives.





Days Of Thunder

Amiga, ST

During the qualifying round, pause the game and type COMEFLYWITHME. You can now fly! Press F1-F8 for some amazing views!

Defender II

Amiga, ST

Type in RAVEN while playing, and N will skip the level, while I will toggle invincibility.

Dragon Breed

Amiga, ST

Type in IREM during play for infinite lives.



Edd the Duck

Amiga, ST

Simply press the left mouse button to skip a level.

Elf

Amiga

Type in CHOROPOO at any point in the game for 99 pets. This means you can get tons of stuff in the shop. Hurrah!

Elvira

PC

When you die, you're asked whether you want to play again. Remove the disk and go to YES. You'll now re-start where you left off, but with no life points.



Enchanted Lands

Amiga, ST

Type in TCB RULES FOREVER on the title screen and it should flash. Now press 1-5 to select a level, or F2-F10 for various different effects.

Escape From The Planet Of The Robot Monsters

Amiga, ST

When you get to the end of level guardian, stand at the top, next to the gate and waggle the joystick. Use a



couple of bombs and you can squeeze through!

Exolon

Amiga, ST

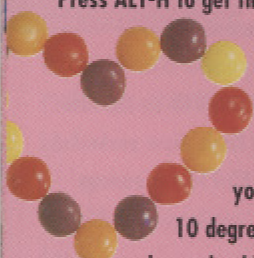
Type AD ASTRA on the high score table for infy lives.

f



F-19 Stealth Fighter

Amiga, ST



Press ALT-H to get the pitch lines on your HUD, fly upside down, turn off your engines, keep your plane at about 10 degrees on your HUD and you should then go up, up and away.

F-29 Retaliator

Amiga, ST

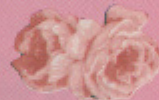
For infinite weapons type CIARAN on the enrolment screen.

Fantasy World Dizzy

Amiga, ST

Enter your name on the high score table as IMMORTAL and you'll be invincible.

Final Blow



Amiga, ST

Pause the game and press F10 six times. When you unpause the game, you should have infinite energy.

Final Fight

Amiga

Watch the intro until a bloke says "Not so fussed, turn on the TV". Press HELP and you'll activate the cheat.



Full Contact

Amiga

To kill your opponent, either bash him to a pulp or type in QAZZWXEDCRFVTGBYHNUJM. Don't press S, by the way.

Fusion

ST

Here's a cheat for this recently rereleased Bullfrog budget game. Type in SWAMP THING on the high score table. Now start the game and hold down fire, push the joystick up + left and press E and hey presto, you've entered the level editor!

g



Galaxy Force II

Amiga

Type DONKEY during play. Now press F3 to skip levels.

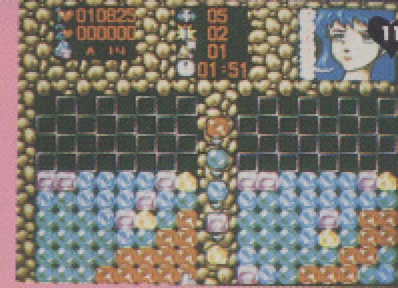


Gazza 2

Amiga, ST

Realism goes out of the window here 'cos apparently if you shoot from the centre circle you score every time!!





Gem-X

Amiga, ST

Spook! More level codes: FMTOWNS, TURRICAN, X68000, BADMAN, CAMPAIGN, NETWORK, REDMOON, EXACT, INOKUMA, CHIERIE and ZAWAS.

Globulus

Amiga, ST

Type Zvmo!EG for infinite lives.

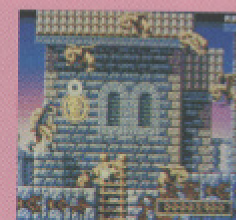
The Godfather

Amiga

Pause the game and type in PIZZA HUT to make you invincible.

Gods

Amiga, ST



There were some special 'Alchemy Mix' versions which are very rare, but if you're lucky enough to own one of these, type in SORCERY as the password. Unfortunately, this doesn't work on most copies.

Gremlins 2

Amiga

Type SINATRA on the high score chart.



Horror Zombies

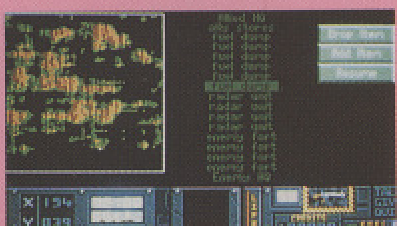
Amiga, ST

Type in BOGEYMAN for infy lives. Also, try these codes: WOLFMAN, HAMMER, LUGOSI, NOSFERATU and GARLIC.

Hudson Hawk

Amiga, ST

On the title screen, type SANITYCLAWSISCOMINGTOTOWN if you've got an ST or SCIENCEFICTION if you're an Amiga owner.



Hunter

Amiga, ST

Here's some co-ordinates. Security Pass – X: 90 Y: 153. Master Key – X: 164 Y: 169. Old Man – X: 181 Y:197. Professor – X: 49 Y: 197. Disc – X: 100 Y: 205. Computer – X: 244 Y:199. Antibiotic and saw – X: 151 Y: 1210.

Hydra

Amiga, ST

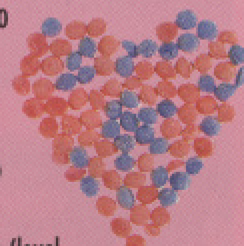
Type in KILLKILLKILLKILL during the game and the screen should flash. Now, pressing F will give you more fuel, Q will display loads of technical things and Return will cycle through the weapons.



Immortal

Amiga, ST

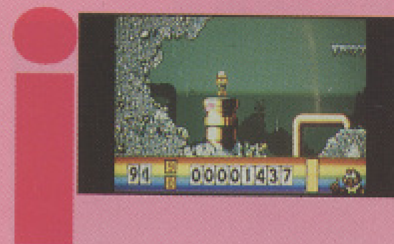
Level codes: CDDFF10006F70 (level 2), OADDA21000E10 (level 3), BFDFE31001EB0 (level 4), 09DE443000EB0 (level 5), 3B7FD53010E41 (level 6), 6b10fb1010a41 (level 7), e590d7710178c1 (level 8).



International Ice Hockey

Amiga, ST

If you score, pause the game until the music stops and you'll get extra points.



James Pond

Amiga, ST

On the Amiga, type in JUNKYARD and press Return – on the ST, type MR2 and press Return. Now (on both versions), you can toggle the cheat mode on and off by pressing Return, and you can make the inter-level locks disappear by pressing D.

Judge Dread

Amiga, ST

Log on, type BRUCKEN PLAYING HERO QUEST and press Return. EXIT from the computer and press HELP to skip levels.

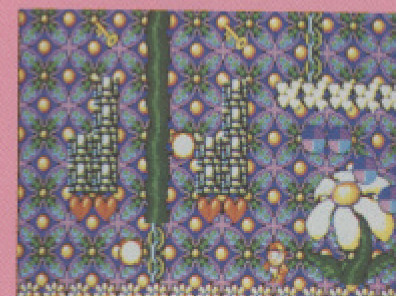




Kick Off 2

Amiga, ST, PC

Press all the function keys in order (F1, F2, F3 etc.) twice during play, and the words S12 or S14 should appear in the top right-hand corner. This means that the computer goalie has been subbed and is now as active as a wet sponge. Also, keep pressing r when you take a penalty. This will show you where the player's going to kick the ball.



Kid Gloves

Amiga

Pause the game and type in RHIANNON, F6 will then take you back to the shop, F8 will give you loads of money, and F9 toggles immunity.

Killing Cloud

Amiga



To get 28 pups and 28 nets, enter 1KILLING as a password or try these passwords: A66TRDEX, 2WWTR7EX, Q44FRCE2, XXX8VCCN, WSQ8VCAM, 63QTGDEX or CA2TG7EF.

Killing Game Show

Amiga, ST

On the "Good Luck" screen, instead of pressing fire, press Help for a handy-dandy map of the level. Also, pressing Help on the "Press Fire To Continue" screen will give you all your lives back.



Last Ninja III

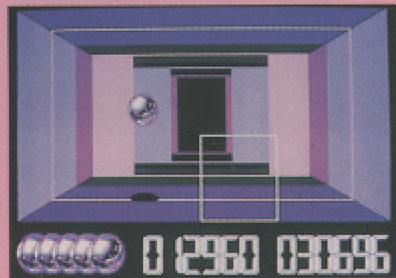
Amiga

Put these level codes on the high-score table: Level 1: SUSS; Level 2: IMED; Level 3: URTI; Level 4: BASD; Level 5: NOUS; Level 6: REOO.

Leander

Amiga, ST, PC

The entry codes for the second and third levels are ZXFT and LVFT respectively.



Light Corridor

Amiga

Here are some passwords to this jolly weird French game: 2602,3305,2008,6811,3212,1015,2819, 0622,1825, 7328, 9932.

Line Of Fire

Amiga, ST

Type in OPERATION FERRET to activate the cheat mode.



Logical

Amiga, ST

Try these passwords: BAD DIRECTION, OTHER THINGS, A SIMPLE ONE, SHE IS GONE, HER RAINBOW, DA DA DA, ITS LOGICAL. Also, to get into the Construction Kit, enter THE FINAL CUT.

Lost Patrol

Amiga, ST



Rest for 50 minutes and your strength and morale will rise by a couple of points, while the rest of your men will be restored by 99%.

Lotus Turbo Challenge II

Amiga

Try these passwords: Night: TWILIGHT; Fog: PEA SOUP; Snow: THE SKIDS; Desert: PEACHES; Motorway: LIVERPOOL; Marsh: BAGLEY; Storm: E BOW; Sub Game: DUX. Also try DEESIDE and TURPENTINE for infy time.



Magic Garden

Amiga, ST

Here's some handy tips. Never have more than nine items in your pocket at one time. In the shed, there's a key hidden in the drawers! The second time you enter the old tree, you should find a heart. Use it and make sure you use it behind the bird table to be able to fly!



Manchester United

Amiga, ST

If you're playing a hard computer team, just press the left mouse button to turn the game into a two-player mode, making it much easier! Altrernatively, it you're sick of winning, hold down CONTROL and ESCAPE to lose 5-0.



Narc

Amiga, ST

Walk right, kneel down and shoot the bin till it turns blue. You should now have infy lives. MUNICION: gives you loads of ammo; BLAST: sets off a smart bomb.

Navy Seals

Amiga, ST

Type in PSBOYS on the high score table. Now, during the game press H to pause and ESCAPE to skip the level. ST owners

should try WOZZIE on the high score table.



Nebulus 2

Amiga

Try these codes: ICEHOUSE, LANDANDLOVE or GREENTREES. Also enter HOUSEBLUES when playing on an 'up' tower, or BLUEHOUSE on a 'down' tower.

Nightbreed

Amiga, ST



For infinite lives, just type in RISEN FROM THE DEAD.

Nitro

ST



Here's a simple one. Just hold down the letters N, I, T, R, O, to skip a level.



Oh No More Lemmings

Amiga, ST, PC

Here are a load of passwords, including the final level! RUDLCICMAQ, RTFLCILEBK, VFNCAMUNBN, CIMUVCIICI, IMSTFMCCDI, QUGMCIMMDH, NKCOMWWODH,NGALTTEHEP, GKMVWMJQEM, MSWGMFCLFE and STEOGILEGG.



Pang

Amiga, ST

Type in WHAT A NICE CHEAT on the map screen.

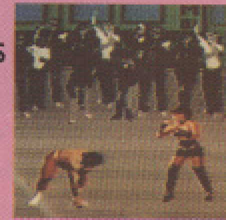
Pipemania

Amiga, ST, PC

Level codes are BALL, BLOB, WILD, DOCK, GRIP, TICK AND OOZE. Plus, there is a secret bonus of 50,000 if you fill the screen with your pipes. PC codes are as follows; HAHA, GRIN, REAP, SEED, GROW, TALL, YALI.

Pit-Fighter

Amiga, ST, PC

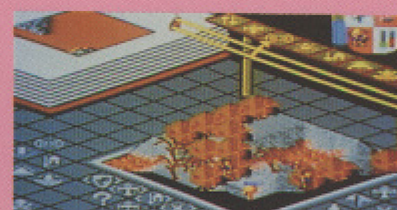


While playing, type in LOBSTERS and then push any number from 1 to 0 to go to the respective level. Also, press C to go to the championship level and L to go to the elimination match.

Populous II

Amiga

Type in MUSIC as a special code. Now you should get some rather ropey music. Also, try clicking on the writing which goes round the game area for different effects. Once you've activated the lightning, hold down the mouse button and key1. Release the mouse button, but keep key 1 depressed. Your lightning will continue, but you will lose no manna. Hurrah! Also try some of these passwords: THOMAT, NEIT, WOOP, EMLOW and MMUPAB.



The Power

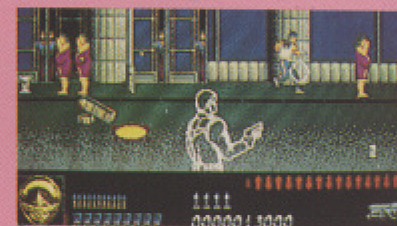
Amiga, ST

More passwords: INDIGO, GOODIE, SURFIN, CLOSET and XUQZOX.

PP Hammer

Amiga, ST

Here are tons of level codes: WCSEEGHS, AFFUBJEF, BIDSJTFV, CSCGGWAI, SVAJICBC, DBWBEFST, TUVDSBTR, GEHRBIRF, SHFWRSDW.



Predator 2

Amiga

Pause the game and type in YOURE ONE UGLY MOTHER for infinite lives and ammo.



Prince Of Persia

Amiga, PC

Firstly, the PC cheat: when loading from DOS, type in PRINCE MEGAHIT to load. Now you can skip levels by pressing SHIFT+L, invert the screen with SHIFT + I, increase/decrease your time with + and -,

get more energy with Shift + T or turn the lights off with Shift + B. On the Amiga, press SHIFT + L to skip levels.



Rainbow Islands

Amiga, ST

Type in the following codes on the title screen for the following effects: BLRBJSBJ: fast feet; RJSBJSBR: double rainbow; SSSLLRRS: fast rainbows; BJBJBJRS: first hint; LJKSKBLS: second hint; LBSJRWL: continue all rounds; SJBLRJSR: slows meanies down. For infinite lives, choose three credits, hold down the QWERTY keys and press your joystick button. When the game loads you should have infinite lives.



RBI Baseball 2

Amiga, ST

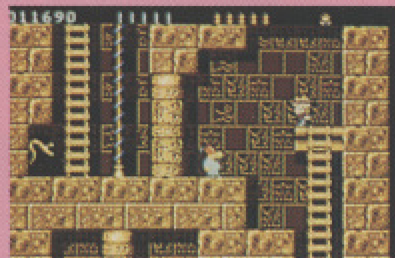
Stand in the very top corner while batting and it's possible to hit the ball out of the stadium. Also, when your opponent reaches third base, keep the joystick held left, hold down Shift and press fire. The player should now be hit out.



Rick Dangerous 2

Amiga, ST, PC

Type in POOKY on the high score table for the cheat mode.



Robocod

Amiga, ST

You probably know of some secret levels, but here's some really well-hidden ones. Once you've finished the bath level, drop down to the bottom of the castle. Walk left until you get to the small snowman statues. Jump on these and they'll turn into a moving platform. Once you get to the top of the screen, walk left into thin air. Now jump and you should be next to some doors. Go through them for Bonus City!!! Do the same after the sweets level, but go to the left of the castle. Go on the

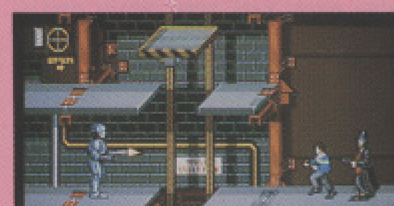


snowmen once more, and at the top of the screen grab the umbrella and collect all the goodies while you're floating down. Also, on the second teddy bear level, keep jumping over the spikes until you see a hole above you. Jump up through this and catapult yourself off the bus there. Once you've done this, get on the higher level and keep walking left, bounce on the trampoline and collect the wings. Now fly along the top of the screen to the right and you should find a different exit. Go through this for a special bonus level! Finally, at the start of the castle, go right until the screen stops scrolling. Now jump up on the nearby roof and walk left until you are transported to the extra levels!

Robocop 3

Amiga, ST

Hold down the Shift key and type THE DIDDY MEN. Now press Escape to get onto the next level.



Rodland

ST

For loads of lives in this cutesy platform romp, pause the game and press HELP five times .



Rolling Ronny

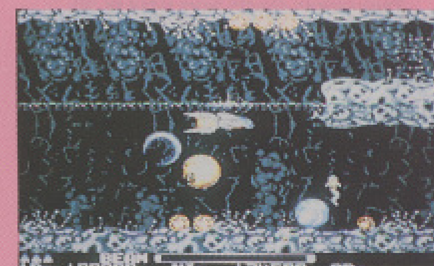
Amiga, ST

Quite simple this – just press F9 to get all your energy back.

Rotor

Amiga, ST

Here are some passwords: GAG, SLY, LIP, MEN, AWE, TNT and PIT.



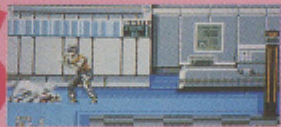
R-TYPE II

Amiga, ST

Pause the game, hold down the left mouse button and press F1. The border will flash and you'll be invincible.



S



Shadow Dancer

Amiga

Pause the game and type in GIVE ME INFINITES for infinite lives.

Shadow of the Beast 2

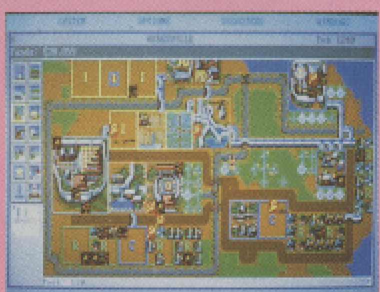
Amiga, ST

Walk right from the starting position until you encounter the first pygmy. Ask him about 'TEN PINTS' and immunity will be activated. On the Atari, hold down the left Shift key along with Enter and 0 on the numeric bit, release them and press F5. Your energy should have risen to 30 units.

Sim City

Amiga, ST

Put Capslock on and type FUND to gain $10,000.



The Simpsons

Amiga, ST

Try typing COWABUNGA on the title screen for infy lives. You can enter EAT MY SHORTS during the game to skip a level.



Snooker

Amiga, ST, PC

To get a break of 147, go to the trick shot mode and, when on the table, press F7, F4 & F1. A double click from the speaker lets you know you've done it correctly. Exit to the main control menu and then go into demo mode, where there is now a third option – do random 147.



Spellbound

Amiga

Here's some passwords to type in: HEYY, OUDI, DYOU, CALL, MYPI, NTAW, OMAN.

Spy Who Loved Me

Amiga, ST

Type in MISS MONEYPENNY to get oodles of stuff.

Starflight

Amiga, ST

Go to the trade depot in Starport and go to 'Buy.' Select Endurium Fuel. When you are asked for the volume, enter q11111111 and you'll get loads of dosh!

Stormball

Amiga, ST

Type in LET ME WIN during play. Three guesses to what this does.



Strider II

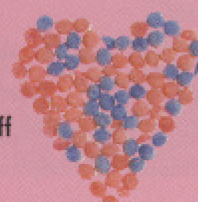
Amiga, ST

Type in SWIFT during the game. The word CHEAT should appear. Now press Space to turn into a robot, T for super speed, S for a smart bomb, E and D for more energy.

Supercars

Amiga, ST

You could try entering your name as POOR to start off with a fiver!





Supercars 2

Amiga

Enter player one's name as WONDERLAND and player two's as THE SEER for loads of money.

Switchblade II

Amiga

On the title screen, type (with Shift depressed) LEVEL followed by the level you want to go to. So to get to level four, type in LEVEL4. Simple, eh? Also, type in CHROME to go to a super sub-game. Incidentally, the last level code to Chrome is VENUS. So now you know.

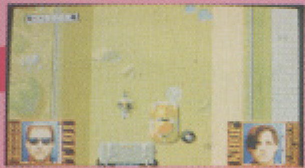


SWIV

Amiga, ST

Pause the game and type NCC-1701 for infinite lives. ST owners should do the same, but replace the dash with a space.

t



Terminator 2

Amiga, ST

Pause the game and press F1 then F2. Now press Fire. Press Esc to skip levels.

Test Drive 2

Amiga, ST

To go straight to the gas station, type GAS during play.

Thexder

PC

Turn on Capslock and start the game. In play, press ESCAPE, Y then ESCAPE again and all your energy will be regained.

Thunderjaws

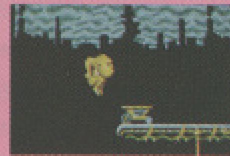
Amiga

Hold down the left mouse button and S. Now press the right mouse button to skip a level.



Toki

Amiga

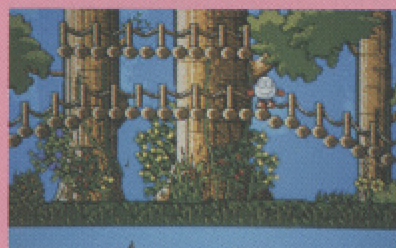


To get infy lives, just simply type in KILLER. This also rather handily lets you skip levels by pressing F1 to F8. Also, if you're dead strange, pressing R will flip the screen, while N will bring you back to normal.

Total Recall

Amiga, ST

For infinite lives, type in LISTEN TO THE WHALES on the screen with Arnie's face on it. Type in JIMMY HENDRIX on the cab section for the same.



Treasure Island Dizzy

Amiga, ST



At the start of the game, type in ICANFLY and you are then able to, er...-fly!

Turbo Outrun

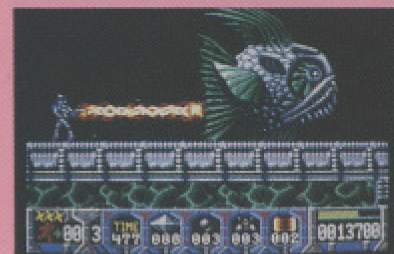
Amiga, ST

After the countdown, type WEARPEEPEL. Now to get more turbos press D. Press F to see the ending or G to remove a credit.

Turrican

Amiga, ST

Enter your name as BLUESMOBIL on the high score table for 99 lives.



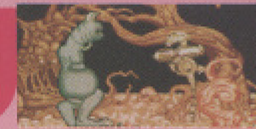
Turrican 2

Amiga

Press Space twice on the title screen to enter the sound test. Now press 1, then 4, then 2. Follow this by pressing Escape twice. You should now be invincible.



U



Under Pressure

Amiga, ST



Amiga owners should type in GRYMALKIN at any time. Now, F1 will skip levels and1 to 9 will give you different weapons. On the ST, type in OCCAI THE NOO.

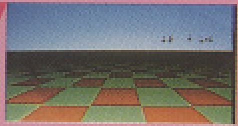


Unreal

Amiga, ST

To get infy energy, type ORDILOGICUS on the piccy of the dragon. This also has the rather useful effect of letting you skip levels by pressing Return.

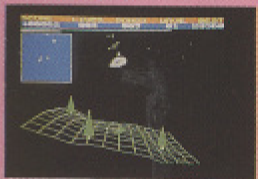
V



Vaxine
Amiga, ST

While playing, type WILDEBEESTE. Now press F1-F4 to skip levels.

Virus
Amiga, ST



Hold down Enter and press P twice. Now press C for effects, L for a missile, D for a demo or N for the cheat mode.

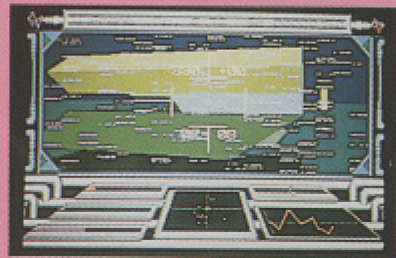
Viz
Amiga, ST

Bit rude this one, so to prevent us from getting millions of letters of complaints we'll print it backwards. So type the following on the selection screen (the right way of course) 'SKCOLLOB FO DAOL TAERG A TAHW'. Now press 1-5 to skip to the appropiate level.



Voyager
Amiga, ST

On the options screen type 'WHEN THE SWEET SHOWERS OF APRIL FALL' TO activate the cheat.



W



Warzone
Amiga, ST

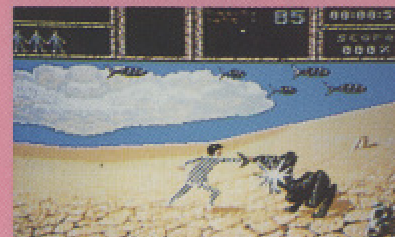
Apparently if you press F1, F2 then F3 on the title screen, you'll get infinite lives. Also there's a 1-Up hidden in the sea at the beginning of level 1.

Wing Commander 2
PC

To load up the game with invincibility type out the following: cd wing2 wc2 Origin-k. Also, pressing Alt and Delete together will blow up anything in your view. Your wingman is also destroyed, but don't worry because you won't be paying the consequences.

WWF
Amiga, ST

Place the chair outside the ring (next to the bottom left turn buckle) just up a bit. Now jump into the ring and you should have the chair.



Weird Dreams
Amiga, ST

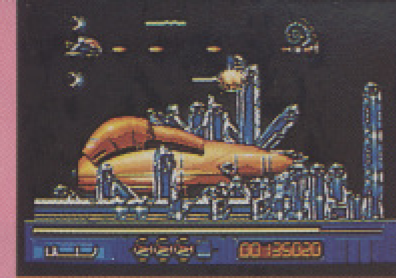
During the game, in the hallway, when you are halfway through a mirror, tap out the morses code of 'SOS' on the help key (that's dit-dit, da-da-da, dit-dit-dit).

X



Xenon II
Amiga

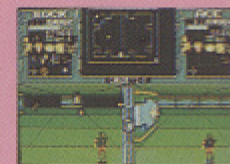
Pause the game and type: RUSSIAN AIR (with spaces). Unpause, and then N will skip a stage.



X-OUT
Amiga, ST

Buy the most expensive ship and place it on the grid. Now select the cheapest satellite and place it and place it on the money indicator. You should have half a million credits. Press escape key at any point to take you to the next level.

Xybots
Amiga, ST



You could try typing 'ALF' into the high score table for infinite energy.



Z

Z-Out
Amiga, ST

Press J and K simultaneously for infinite energy. Then press J and any number between 1 and 6 to skip levels, or 1 and 3 on the numeric keypad to jump sections.

ACTION REPLAY CHEATS

Start the game, press the freeze button and enter one of these pokes. You should then get a long line of numbers below. Alter the first number to any one you want between 0 and 99 to increase the effect. Then type in X to activate it. Okay? Here goes...



GAME	EFFECT	POKE
Action Fighter	Lives	M1E3DC
Brat	Lives	M5807
Bubble Bobble	Lives	MCOFFE
Chase HQ II	Turbos	M335B3
CJ's Elephant Antics	Lives	M1EC71
Fantasy World Dizzy	Lives	M1422C
Flimbo's Quest	Lives	MEC4
Flood	Lives	M17E77
Gemini Wing	Lives	M158FF
Ghosts 'n' Goblins	Lives	MC18842
Giana Sisters	Lives	M8178
Gods	Lives	M0255
Gold Of The Aztecs	Lives	M78E
Impossamole	Energy	M63DC
James Pond	Lives	M1B1
Killing Game Show	Lives	M2255
Last Ninja	Lives	M14A7
Last Ninja	Lives	MM2B77F
Lemmings	Climbers	M9DC2
	Floaters	M9DCA
	Bombers	M9DBE
	Stoppers	M9DC6
	Builders	M9DC4
	Bashers	M9DC8
	Miners	M9DCC
	Diggers	M9DC0
	Time	M9E5A
	Percentage	M9E5B
Mercs	Credits	M87C9
Mr Do Run Run	Lives	M1137
Narc	Lives	M13967
Operation Wolf	Weapons	M36F57
PP Hammer	Lives	M1058F
Pang	Lives	MDFD5
Predator	Lives	M5D7EB
R-Type II	Lives	M1497F
Rainbow Islands	Lives	ME337
Rick Dangerous II	Lives	M178AE
Rick Dangerous	Lives	M44972
Rodland	Lives	M20C6D
Sidewinder II	Lives	M26708
Simpsons	Lives	M6021
Spy Who Loved Me	Lives	M24DB5
Super Wonderboy	Credits	M09F9
Switchblade II	Lives	M261F
Toki	Lives	M23CD9
Vaxine	Credits	M8F4
Wizball	Lives	M5907D
Xenon	Lives	M12530
Xenon II	Lives	MOCB
Z-Out	Lives	M8328
7 Gates Of Jambala	Lives	MFA23

HUNTER (ADVENTURE MISSION)



SOLUTION BY Paul Gibson and Daniel Page.

First collect all the items in the two huts on the starting island. Next board the boat and journey westward towards the stores. Enter the stores and click on AUTO. On the same island enter the house and collect the enemy uniform and money. Put on the enemy uniform and return to the boat.

Look at the log book and click on the first man. Head towards the coordinates (X 163, Y 80) and enter the hanger. Inside collect the ambulance. Drive to the dot on the map (first man). Enter the hut and select TALK. He will reveal the coordinates of the old man (X 181, Y 197). Enter these into the log book and head back to the rocket boat by the hanger. Place some of the fuel into the boat and set off for the coordinates previously given to you by the first man.

You should now be next to a lighthouse. Enter and continue handing over dosh to the old man until he refuses more. Now select TALK. He should tell you the coordinates of the second man which are (X 99, Y 61). Enter these into your log book and make haste for these coordinates in the rocket boat. The second man is in the church, enter and hand over the grenades until he refuses any more. The coordinates of the professor will now be yours.

(X 59, Y 46) are the coordinates that you'll be wanting to head off for at this point. There is a helicopter here; add some fuel then walk to the master key at (X 164, Y 169). The master key is situated behind the windmill. Now head for the professor in the power station. Enter and select TALK, and the prof will ask you to retrieve a nuclear device from (X 28, Y 227). Return to the helicopter, add some fuel, and fly to these coordinates. When arriving there will be three small huts with an electric barrier outside. Do not enter the right hut, nor touch the barrier. Use the timed explosives to blow up the right hand hut. Now enter the middle hut and collect the nuclear devices. Fly back to professor and hand over a device. Select TALK and he will now get you to firstly collect a disk from (X 100, Y 225) immediately before visiting the 3rd man at (X 195, Y 119). Return to the helicopter and go get the disk, picking up some fuel from (X 224, Y 123) on the way.

Once at the location of the disk, enter the house and walk behind the washing machine to collect the disk. Return to the helicopter and fly towards the third man. He is situated behind a rock – select TALK to be given instructions to retrieve both the security pass and computer from (X 224, Y 153) and (X 224, Y 199) respectively.

A security pass and flight to the location of the computer later, you should see a fort. Put on the enemy uniform, and operate the computer. At this point, enter the information given in the log book and make tracks for the prison at (X 135, Y 239). Enter the prison and talk to the prisoner, he will tell you to fetch a saw from coordinates (X 151, Y 121). Jump to it, then.

At (X 151, Y 121) enter the building, collect the hack-saw and the antibiotics. Head back to the previous prison and give the prisoner the hacksaw. He will tell you



to pay a visit to the green monk at (X 85, Y 174). Make sure that you take some food and an animal of some kind with you; if you are having trouble finding an animal, then try the house at (X 35, Y 248). The monk will kindly inform you that there is an injured soldier at (X 10, Y 36), which you should go to. Enter the building at these coordinates, talk to the soldier and give him the antibiotics. The soldier will require more even antibiotics before he will tell that the location of the General is (X 135, Y 239) and that there is a handy scroll at (X 91, Y 173). So for this reason, collect some more antibiotics from (X 151, Y 121) and hand over the booty accordingly.





Pick up the scroll on the way to the General's location. Here you will find a spookily familiar prison – I'd blow it up with grenades, bazookas, mines or ASM missiles from the helicopter if I were you. Oh, and then I'd walk south (out of the screen) into the bunker. And finally, if you still want to know what I'd do if I was in your shoes, I'd probably shoot the General, collect his head, return to HQ and collect loads of well-deserved credits.

Having problems with Maelstrom's sequel to Midwinter? ZERO helps you fan the Flames Of Freedom. Solution by Phil Thompson.

ZERO COMPLETE SOLUTION

MIDWINTER 2



Liberating certain islands liberates others without the need to attack them; hence liberating the following 9 islands will liberate the entire 41. Here's what to do and where to find them.

CARMARGO

Enlist Henri Bauchen at the lion.
Enlist Dols at Dan Sisten.
Enlist Fadi Al Hadi at Mais Bonito.
Enlist Zaid Sirhan at Cidade Hills.

LOBOS

Go to Ahab - Johnson then Mitchel (through contact).
Sabotage control tower at Jubiler Fields.
Go back and enlist Mitchel.
Sabotage underwater base at Deepwater.
Sabotage radar at Outlook Island (on NE hook of Deepwater).
Use Black Widow secret weapon to kill Amandu Oangal.

DHAFIA

Sabotage mine at Carbi Scar.
Talk to Zyiad at Rockford Point – he will then kill Merak.
Enlist Habib Ayyub at Vale of Citenso.
Enlist Davis at Citenso Beach.
Enlist Jan Karlstaad at Garbi Coast.
Sabotage Police HQ at Boulorn Valley.
Sabotage Enemy HQ at Blackridge Plateau.
Sabotage Radio Station at Blackridge Plateau.

SIKASSO

Seize Documents east of the Shangaba.





Assassinate Andee Freitas east of Suaio Quay.

GHAZAL

Assassinate Yousseaf Al Aorisi using Black Widow after Sering Fred Melsten at Malad Highlands.
Go to Bianca Fergona at Miolene.
Use Flying Fox to destroy underwater base at Asali.
Assassinate Zufia Ibn Rusho at Bay of Yahya.

MAKAT

Use Flying Fox to Sabotage underwater base.
Use Begging Bowl to locate Hikmat Sutuz.
Enlist Alami at Harjum.
Assassinate Tayi at Lajunta.

NDOLA

Go to Qalat and use Matahari Drug to enlist Bosio Alooma.
Take Weapon (documents).

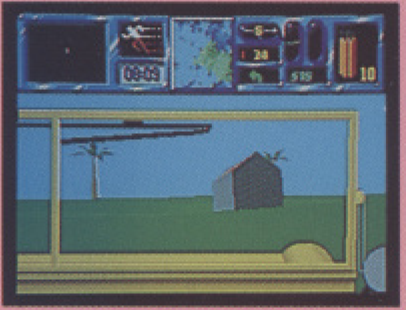
SATARA

Assassinate Zwide Tozer east of Hurrine Fell. Enlist Mulela Kouyate at Suaid.
Recruit Keari Gamoudi at Uohr (top of island, not marked on map).Use Matahari Drug.

DJOUM

Sabotage Ali at Freaigat Fields.
Assassinate Lwangira Baikir using Black Widow.
Assassinate Hassan Hilmi using Black Widow.

Press A to release Armada. Go to Djoum, destroy Armada using secret weapon as well as normal rockets (this is the easiest part of the game).



GENERAL TIPS

Transfer vehicles as much as possible, as this is the equivalent of destroying them.

Rest whenever you have the chance.

Destroy as many units as possible (for extra cash).